Hayri Durmaz

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LinkedIn: https://www.linkedin.com/in/hayridurmaz/

ABOUT MYSELF

Passionate Full Stack Software Engineer with a strong focus on Backend Technologies. Experienced in Agile environments and proficient in CI/CD processes, I thrive in team settings and am eager to learn new technologies.

WORK EXPERIENCE

09/2018 – CURRENT Ankara, Turkey
SOFTWARE ENGINEER ASELSAN A.Ş.

- Developed and maintained microservices for a Command and Control Project, improving system interoperability and scalability.
- Designed reusable tools and components, increasing inter-team reusability and reducing development time.
- Managed CI/CD pipelines with Azure DevOps.
- Deployed and configured offline environments for testing and integration.
- Collaborated in Agile Scrum teams, contributing to backend (Java, Spring Boot) and frontend (ReactJS) development.
- Participated in the **Multilateral Interoperability Programme (MIP)**, where I developed an integration module for the C4IES system, ensuring seamless communication and data exchange between systems.
- Led subcontractor management efforts, ensuring timely delivery of outsourced components.

11/2018 – 04/2019 Ankara, Turkey
SOFTWARE ENGINEER OLIMPOS A.Ş.

- Developed Android mobile applications for B2B handheld terminal software using React Native.

EDUCATION AND TRAINING

02/2020 – 01/2024 Istabul, Turkey
MASTER'S DEGREE Istanbul Technical University

Field of study Deep Learning | **Final grade** 4.00/3.31 |

Thesis Enhanced cyber-security using deep learning based behavioral biometrics for command and control applications.

08/2014 – 06/2019 Ankara, Turkey
COMPUTER ENGINEERING BACHELOR'S DEGREE TED University

Scholarship: 100% Education grant,
Education Language: 100% English

Field of study Computer Engineering | **Final grade** 4.00/3.19

LANGUAGE SKILLS

Mother tongue(s): **TURKISH**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	C1	C1	C1	C1	C1

DIGITAL SKILLS

Programming Languages

Java | Javascript & Typescript | Python | C# | Go | C/C++ | Sql | Nosql

Technologies & Frameworks

react | spring boot | .Net Mvc | react-native | unity | Tensorflow/keras | Pytorch | Apache kafka | Minio | Redis | Postgresql | mongodb | Keycloak

Operating Systems

Linux | Windows | Type 1 Virtualization | Proxmox

Software Engineering

Software architectures | Agile / Scrum | Waterfall | Git

CI/CD

Azure Devops | docker | kubernetes | Docker-compose | Helm | Nexus | Rancher

PUBLICATIONS

2019
Gamification-Based WEB Supported Anatomy Platform Development

Gamification-Based WEB Supported Anatomy Platform Development, TURKMIA2019 https://turkmia.net/wp-content/uploads/2019/11/TURKMIA2019-Proceedings-V3.pdf

2023
On the Improvements of Mouse Dynamics Based Continuous User Authentication

H. Durmaz and M. Keskinöz, "On the Improvements of Mouse Dynamics Based Continuous User Authentication," *2023 IEEE 24th International Conference on Information Reuse and Integration for Data Science (IRI)*, Bellevue, WA, USA, 2023, pp. 13-19, doi: 10.1109/IRI58017.2023.00010.

RECOMMENDATIONS

Name: Gizem Kayar Assistant Professor

We worked on my senior thesis together

Email gk2409@nyu.edu

Elif Ceylan Team Lead

She had been Team Lead of mine in Aselsan

Link https://www.linkedin.com/in/elif-ceylan-psm-pal-msc

PROJECTS

Projects

- **TACCIS:** Turkish Army Command and Control Information System. It is microservice architecture based web application used for battle management purposes in Turkish Army.
- **Release Builder:** Internal ASELSAN tool for purpose of deploying microservices onto the server via interacting with nexus repository and git repository.
- **Anatomy Platform**: Built a gamified anatomy learning platform for medical students using Spring Boot, React, and Unity.
- **OliMobile:** I have worked on an android mobile application side of B2B handheld terminal software of Olimpos A.Ş.,