



# Hayri Durmaz

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🌐 **LinkedIn**: <https://www.linkedin.com/in/hayridurmaz/>

**Gender**: Male **Date of birth**: 02/08/1996 **Nationality**: Turkish

## ABOUT ME

I have been very interested in computer science since I was a child and that makes me a hard-working, productive, creative computer engineer.

I am able to adapt to team working, and willing to learn new technologies.

I am currently a Full Stack Software Engineer, I would like to focus more on Backend Technologies.

## WORK EXPERIENCE

[ 30/06/2019 – Current ]

### Software Engineer

**Aselsan A.Ş.**

**City**: Ankara

**Country**: Türkiye

Working in a team responsible for a Command and Control Project, which includes a web application with microservice architecture. Team applies Agile Scrum methodology. I contributed to the project by writing some helper tools and microservices with backend and frontend, managing CI&CD Pipelines, deploying offline environments, working in interoperability groups. Tech stack with this work experience:

- Backend development: Java, Spring Boot
- Frontend development: ReactJS
- Devops Operations: Docker, Kubernetes, Azure Devops Pipelines (CI & CD), Virtualizations, Linux, Elastic Stack.

[ 30/09/2018 – 30/06/2019 ]

### Candidate Engineer

**Aselsan A.Ş.**

**City**: Ankara

[ 30/11/2018 – 30/04/2019 ]

### Mobile application developer

**Olimpos A.Ş.**

**City**: Ankara

**Country**: Türkiye

Worked on Android mobile application side of B2B handheld terminal software using React Native

[ 17/06/2018 – 30/08/2018 ]

### Internship

**Otsimo A.Ş.**

**City**: Ankara

**Country**: Türkiye

- Otsimo is an application that contributes education of children with disabilities

- I prepared a game with ReactJS technology, to be used in Otsimo mobile App.

- <https://github.com/otsimogames/VideoGame>

[ 31/08/2016 – 31/12/2017 ]

### **Tutorial of CMPE112 Class**

#### ***TED University***

**City:** Ankara

**Country:** Türkiye

- In CMPE112, fundamentals of programming's Labs, I help students understand concept of programming in Java

[ 31/05/2017 – 03/07/2017 ]

### **Internship**

#### ***Karmasis A.Ş.***

**City:** Ankara

**Country:** Türkiye

- Karmasis was a cyber security company which they are logging user's activation and store them in an sql database

- I was asked to try more efficient messaging queue which is RabbitMQ rather than Microsoft's MSMQ and determine if it is appropriate for their aims.

[ 31/12/2017 – 30/09/2018 ]

### **Mobile application developer**

#### ***TED University***

**City:** Ankara

**Country:** Türkiye

- I joined to Mobile application development team of TED University.

- <https://play.google.com/store/apps/details?id=tedu.edu.tr>

## **EDUCATION AND TRAINING**

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[ 09/02/2020 – Current ]

### **Master's Degree**

#### ***Istanbul Technical University***

**City:** Istanbul

**Country:** Türkiye

**Field(s) 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.

[ 31/08/2014 – 28/06/2019 ]

### **Computer Engineering Bachelor's degree**

#### ***TED University***

**City:** Ankara

**Country:** Türkiye

**Field(s) of study:** Computer Engineering

**Final grade:** 4.00/3.19

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

## **LANGUAGE SKILLS**

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**Mother tongue(s):** Turkish

Other language(s):

**English**

LISTENING C1 READING C1 WRITING C1

SPOKEN PRODUCTION C1 SPOKEN INTERACTION B2

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

## DIGITAL SKILLS

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### Programming and Markup Languages

java | c# | javascript | Go | Html/Css | Sql | Xml | Mips/arm assembly | C/C++  
| python

### Technologies & Tools

.Net Mvc | react | spring boot | mongodb | react-native | unity | docker | Tensorflow/keras | Pytorch | Apache kafka | kubernetes

### Operating Systems

Linux | Windows

### Software Engineering

Agile / Scrum | Waterfall | Git

## PUBLICATIONS

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[ 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

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### Assistant Professor

**Name:** Name: Gizem Kayar

**Email:** [gk2409@nyu.edu](mailto:gk2409@nyu.edu)

We worked on my senior thesis together

### Assistant Professor

**Name:** Tayfun Kucukyilmaz

**Email:** [kucukyilmaz@rsm.nl](mailto:kucukyilmaz@rsm.nl)

I took several classes from Mr. Kucukyilmaz

### Team Lead

**Name:** Elif Ceylan

**Email:** [eerkul@aselsan.com.tr](mailto:eerkul@aselsan.com.tr)

She has been Team Lead of mine in Aselsan

## PROJECTS

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### Projects

- **TeduAPP:** I participated TEDU's official mobile application development using react-native
  - <https://github.com/TEDUniversity/TEDUAPP>
  - <https://play.google.com/store/apps/details?id=tedu.edu.tr>
- **Video-Modelling:** I created a generic video-playing education game for Otsimo Mobile App, using react.
  - <https://github.com/otsimogames/VideoGame>
- **Winter\_Desert\_Forest:** I created winter level on the game that we built with my team mates in Unity.
  - [https://bitbucket.org/hayridurmaz/winter\\_desert\\_forest](https://bitbucket.org/hayridurmaz/winter_desert_forest)
- **Appcident:** I participated an android mobile application project for emergencies.
  - <https://github.com/hayridurmaz/Appcident>
- **Anatomy Platform:** I worked on a platform that is for medical students to learn anatomy easier. It is my senior project. Used technologies: Spring boot, React, Unity, PostgreSQL. Output data will be used on researches about anatomy learning processes.
- **OliMobile:** I have worked on an android mobile application side of B2B handheld terminal software of Olimpos A.Ş.
- **VisuaLearn:** We created a mobile application for children to learn the world with their smartphones. Application detects colors, objects and texts, then tries to teach those to the children.

## HONOURS AND AWARDS

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### Honours and awards

- Graduated from TEDU as Honor Student
- Bilkent Mobile Application Deveopment Marathon, 3rd.

## ORGANISATIONAL SKILLS

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### Organisational skills

I am a

- problem-solver,
- self-motivated,
- team-member and
- leader
- computer engineer, who is able to work under the pressure.

## COMMUNICATION AND INTERPERSONAL SKILLS

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### Communication and interpersonal skills

- I took Effective communication and Teamwork seminar
- I have presented my projects on several occasions.
- I have teaching skills thanks to my tutorial experience.