

Hayri Durmaz

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ABOUT MYSELF

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

WORK EXPERIENCE

Software Engineer

Aselsan A.Ş. [30/06/2019 – Current]

City: Ankara | Country: Turkey

- 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.

Candidate Engineer

Aselsan A.Ş. [30/09/2018 – 30/06/2019]

City: Ankara

Mobile application developer

Olimpos A.Ş. [30/11/2018 – 30/04/2019]

City: Ankara | Country: Turkey

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

Internship

Otsimo A.Ş. [17/06/2018 – 30/08/2018]

City: Ankara | Country: Turkey

Created an educational game for children with disabilities using ReactJS for the Otsimo mobile app.

Internship

Karmasis A.Ş. [31/05/2017 – 03/07/2017]

City: Ankara | Country: Turkey

Evaluated RabbitMQ as a messaging queue alternative to Microsoft MSMQ for a cybersecurity project.

EDUCATION AND TRAINING

Master's Degree

Istanbul Technical University [09/02/2020 – 01/01/2024]

City: Istabul | Country: Turkey | 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.

Computer Engineering Bachelor's degree

TED University [31/08/2014 – 28/06/2019]

City: Ankara | Country: Turkey | Field(s) of study: Computer Engineering | Final grade: 4.00/3.19

Scholarship: 100% Education grant,

Education Language: 100% English

LANGUAGE SKILLS

Mother tongue(s): Turkish

Other language(s):

English

LISTENING C1 READING C1 WRITING C1

SPOKEN PRODUCTION C1 SPOKEN INTERACTION B2

DIGITAL SKILLS

Programming Languages

java / javascript / python / c# / Go / C/C++ / Sql / Nosql

Technologies & Frameworks

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

Operating Systems

Linux / Windows / Type 1 Virtualization / Proxmox

Software Engineering

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 3 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

E-mail: gk2409@nyu.edu

Name: Tayfun Kucukyilmaz | Assistant Professor

University Lecturer

E-mail: kucukyilmaz@rsm.nl

Name: 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

- **TEDUApp:** Developed TED University's official mobile app using React Native.
 - <https://github.com/TEDUniversity/TEDUAPP>
- **Video-Modelling:** Created an educational game for Otsimo's mobile app using ReactJS.
 - <https://github.com/otsimogames/VideoGame>
- **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.

HONOURS AND AWARDS

Honours and awards

BILKENT - Mobile Application Deveopment Marathon, 3rd.

ASELSAN - Certificate of Appreciation – Awarded for volunteer contributions to the Software Development Metodologies Coordination Office.

Certificate of Participation – Exercise Eurasian Star (*Ex Eurasian Star*).

Certificate of Participation – Exercise Steadfast Jupiter (*Ex Steadfast Jupiter*).

Certificate of Participation – Exercise Steadfast Defender (*Ex Steadfast Defender*).