



Hayri Durmaz

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🌐 **Website:** <https://github.com/hayridurmaz/>

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

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.

WORK EXPERIENCE

[30/06/2019 – Current] **Software Engineer**

Aselsan A.Ş.

Address: Ankara

[30/09/2018 – 30/06/2019] **Candidate Engineer**

Aselsan A.Ş.

Address: Ankara

[30/11/2018 – 30/04/2019] **Mobile application developer**

Olimpos A.Ş.

Address: Ankara, Turkey

Main activities and responsibilities:

Worked on Android mobile application side of B2B handheld terminal software with react-native

[17/06/2018 – 30/08/2018] **Internship**

Otsimo A.Ş.

Address: Ankara, Turkey

Main activities and responsibilities:

- 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>

[31/12/2017 – 30/09/2018] **Mobile application developer**

TED University

Address: Ankara, Turkey

Main activities and responsibilities:

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

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

[31/08/2016 – 31/12/2017] **Tutorial of CMPE112 Class**

TED University

Address: Ankara, Turkey

Main activities and responsibilities:

- 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.

Address: Ankara, Turkey

Main activities and responsibilities:

- 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.

EDUCATION AND TRAINING

[09/02/2020 – Current] **Master's Degree**

Istanbul Technical University

Address: Istanbul, 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.

[31/08/2014 – 28/06/2019] **Computer Engineering Bachelor's degree**

TED University

Address: Ankara, Turkey

Field(s) of study: Computer Engineering

Final grade: 4.00/3.19

Main subject / occupational skills covered:

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

My Digital Skills

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

Publications

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

RECOMMENDATIONS

Assistant Professor

Name: Gizem Kayar

Email: gk2409@nyu.edu

We worked on my senior thesis together

Team Lead

Name: Elif Ceylan

Email: eerkul@aselsan.com.tr

She has been Team Lead of mine in Aselsan

Assistant Professor

Name: Tayfun Kucukyilmaz

Email: kucukyilmaz@rsm.nl

I took several classes from Mr. Tayfun

PROJECTS

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
- **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

Honours and awards

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

ORGANISATIONAL SKILLS

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

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.