Summary

Junior Software Developer specializing in back-end development. I am also interested in Android programming and embedded programming. I have experience with Java, .Net and C languages. I have been work with agile team, so I can produce practical solutions against problem, learn quickly and adapt to teamwork easily.

Education

**Department of Computer Engineering** (2015 – 2019)

**Dokuz Eylül University**, İzmir

Experience

**Software Developer** - 11/2018 to Present

**Netaş**, İzmir

* Design test automations for mobile applications.
* Develop mini tools to make the automations more usable, scalable and understandable.
* Web development for the test department.

**Intern** – 23/07/2018 to 17/08/2018

**Aynes Gıda A.Ş.**, Denizli

* Develop image-processing software to recognize Turkish license plates of vehicles are incoming or outgoing in the company.
* Design and Develop prototype of embedded systems that are controlling temperature of cold storages and controlling identity card of staff for authorization.

**Intern** – 03/07/2017 to 04/08/2018

**Dokuz Eylül University, Department of Computer Engineering**, İzmir

* Design a system that track every equipment, staff and medicine which is incoming or outgoing in a hospital.

Projects

* **Predicting Personality with Twitter (Bachelor Thesis) (2018-2019)**

Machine learning project about predicting personality with Twitter. The project aims to predict personality of Twitter users by using only Turkish tweets. Machine learning models are used to perform classification of tweets. Big Five Personality Traits model is based on to predict personality. The project is represented through a web project.

* **DOSTuM Project (2017-2018)**

It is a health project aiming at early detection of the episode, episodes of patients with manic depressive disorder by a group of psychiatrists including Dokuz Eylul University Hospital using daily data collected from daily, weekly, monthly tests and telephone sensors. It is still an ongoing project. I take part in the machine learning work done so that the manic episodes of the patients are predicted and informed to the doctors according to the data obtained from the patients.

**İsmail**

**YANKAYIŞ**

Contact

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Buca/İzmir

Languages

English – B1



Skills

|  |  |
| --- | --- |
| **.Net Core** |  |
| **React** |  |
| **C#** |  |
| **C++** |  |
| **Java** |  |
| **Python** |  |
| **MongoDB** |  |
| **MSSQL** |  |
| **Firebase** |  |
| **Jira** |  |
| **Stash** |  |
| **Github** |  |

Basic University Projects

* **Metropolitan Area Network Simulation (2018)**

A project simulates network of a university and its performance and traffic. The project is developed on Cisco Packet Tracer. Performances of sending mail, browsing web, file transferring and VOIP conference are analyzed between campuses of the university.

* **Vehicle Rental Site (2017)**

A car rental site was built in the context of a project that needs to be done using ASP.Net and MS SQL. The site was created using a database and layered architecture (business logic layer, facade layer, entity layer) with MS SQL.

* **DEUARC Simulation (2017)**

It is a project simulates low level processes of the Mano’s basic computer. An assembly command which taken from user is read and written to memory. After that the command will be executed as an instruction or micro operation (step by step). This project was developed with using Java and JavaFX.

* **HealthCare (2017)**

It is an android application. It simulates gain or lose energy levels when the user does physical activities and eat something. These activities are taken from the user manually. This project is developed on Android Studio with Java.

* **Concube (2017)**

This project is a tool which converts XML, JSON and CSV files to each other. These conversions are executed as taking command lines from the user. This project was developed with C programming language on GNU/Linux (Debian) operating system.

* **Simplfy Machine (2016)**

This project aims to simplify Boolean expressions which are 1-4 long term, with using Karnaugh map or Boolean Algebra methods. The project was developed with using Java and JavaFX.

* **Search Engine (2016)**

This is a search engine which searches a word sequence in 670 text files and sorts text files according to relationship. It was developed with using Java and Hash table structure.

* **Ceng-A-War (2016)**

It is a strategy game played against a computer in a maze-like map. The parties work by developing their own warriors and gathering materials such as wood and food in the map to develop and defeat the opponent. The interface has been designed using the Enigma console plugin on Eclipse and has been updated in the Java.

* **Tamagotchi (2016)**

It is a virtual baby care game. The first project which developed with using Object Oriented Programming. It was developed with using Java.

* **Scribble (2015)**

It is a game aims to generate word vertically or horizontally like “Scrabble”. It is played between two users. It was developed on Visual Studio with using C#.