

# Mehmet Artiklar

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## Summary

I have worked extensively in developing image processing packages, network programs, user mode device drivers and graphical user interfaces. I am seeking software /computer engineering position.

## Education

- **M.Sc. Department of Computer Engineering,** May 2001  
*Wayne State University, Detroit MI* GPA=3.8/4.0
- **B.Sc. with honors, Department of Electrical Engineering,** 1999  
*Gaziantep University, Gaziantep /TURKEY* (In top 5%)

## Computer Skills

- Languages & Technology: C++, C, Spark/Scala, Python, Perl, OpenGL, Java, Matlab, Motorola 6800, PIC, ARM, OpenCV, AWS
- Software: Visual C++, IntelliJ, Eclipse, Perforce, Git, Clear Case.

## Work Experience

### **Software Engineer II**

Amazon.com Inc - Catalog / Seattle WA

March 2017 – Present

- Developed module that personalize Amazon Video related pages for customers by using machine learning models (Spark/Scala, Java, AWS)
- Developed a filtering mechanism that recall manually updated ASINs and integrate them to close match relationship while running automation pipeline ( Spark/Scala, Java, AWS)
- Developed a filtering mechanism that integrate business requirements while clustering closely related ASINs. ( Spark/Scala, Java, AWS)

### **Software Engineer II**

Amazon.com Inc - Cloud / Seattle WA

September 2015 – March-2017

- Developed software module that checks health of load balancers across network and generates alarms if any threshold breach happens (Perl)
- Developed software module for load balancer configuration recovery (Python)
- Developed software module that report IP usage and wasted IP address over network regions (Python)

### **Senior Software Engineer**

Accuray Inc

June 2014- September 2015

- Developed a module that checks GPU and RAID status of customer workstation and report any failure to remote server. ( C++, cURL)
- Developed GUI for patient treatment system.

### **Senior Software Engineer**

Caterpillar Inc – Accuray Inc

May 2013 - June 2014

- Worked on developing computer vision application for object detection and tracking by using algorithms such as background subtraction, object tracking, deformable part models (C++ , Opencv)
- Worked with Xilinx boards for memory and I/O handling for video applications.
- Developed a module that does checksum verification of all dll and exe used by application. (C++)

### **Software Engineer**

ANSYS Inc Pittsburgh PA

December 2010 – March 2013

- Support for creating and simulating boundaries/excitations for EM Product (C++, MFC and OpenGL).
- Support for antenna creation and simulation.( C++, MFC, OpenGL, COM )
- Design and implement software update module that automatically notify users and upload updates by using inter process communications with MFC and C++

### **Senior Software Engineer**

ECI Telecom, Pittsburgh PA

August 2008 – December 2010

- Implement IP multicast membership protocol (**IGMP v3**) with C++
- Implement bandwidth and redundancy support for Virtual Private LAN Service (**VPLS**) with C++
- Work on improvements and bug fixing on Protocol Independent Multicast (**PIM-SM**) with C++

### **Software Engineer**

Applied Automation Technology, Rochester Hills MI

June 2003- July 2008

- Developed **3D scanning** and measurement program for laser probe with C++
- Developed temperature compensation units by using temperature sensors with C++
- Developed module that uses **TCP/IP** to communicate between host computer and Coordinate Measurement Machine ( **CMM** ) by using **Sockets** and Networking with C++ and MFC
- Developed programs to control CMM through COM port by using **RS232** communication with C++
- **GUI design** and improvement by adding bitmaps, background themes, tool tips, menu icon and toolbars with Windows GDI, Windows Message Trapping techniques and MFC
- Modify **OpenGL** codes to update 3D object models such as coloring, shading, framing and zooming.

### **Graduate Teaching Assistant**

September 2001- June 2003

#### **Introduction to Microcomputers.**

*Wayne State University, Detroit MI*

- Taught assembly programming with **Motorola 6800** families

#### **Lego Robotic Design**

- Taught robotic design and programming course with Lego's and **Hitachi Micro Controllers**

#### **Microcomputer Lab**

- Graduate level design course with **PIC Micro Controllers**

### **Research Assistant**

Computational and Neural Network Research Lab

January 2000- May 2001

*Wayne State University, Detroit MI*

- Developed software for Image Segmentation and Edge Detection
- Designed and Developed Human Face Detection System by using Wavelet
- Develop Face Recognition Algorithm by using statistical methods such as Hidden Markov Models
- Developed GUI to interface with digital camera for image acquisition

### **Graduate School Projects**

- Adding intelligence to bots in **3-D** game Quake by using **artificial intelligence** and **neural network**
- Designed and developed multi thread, multi user chat program in **Java** by using **TCP/IP** protocol
- Developed a Unix like Client/Server multi threaded file system with **Java RMI**
- Developed online shopping cart program by using **Java, HTML, CGI** and **Perl**
- Reliable point-to-point **UDP/IP** communications which has reliability of **TCP/IP** and flexibility of **UDP/IP**

### **Activities & Interests**

- Free diving and spear fishing.
- Soccer tournament coordinator in Wayne State University
- Volunteer teacher and coordinator in a non-profit Organization