Mehmet Nasim Yılmaz

Location: Istanbul
Github: github.com/menasy
Portfolio: menasy.com.tr

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I focus on continuously improving myself in software development, particularly in web technologies, DevOps, and mobile programming. During this process, I developed Android-based applications. I built microservice architectures using Docker. Throughout my internship at Baykar, I developed a full-stack live streaming platform using Wowza Streaming Engine, a .NET-based backend, and a React-based frontend. By working on socket programming in C++, my teammate and I built a web server from scratch that uses the HTTP/1.1 protocol. We also developed the classic Pong game from scratch using modern technologies together with my teammates, with me taking responsibility for the frontend part. You can find more details about all of these projects in my **Medium** articles and in my **portfolio**.

I believe I have built a strong foundation with the technical and practical knowledge I have gained so far. Now, I aim to bring this knowledge and experience into professional life, both to contribute to the company I work for and to take myself to a higher level.

With the mindset of *"There is nothing I don't know, only things I haven't learned yet."* I continue to improve myself continuously and never give up. Working at your company would be a great opportunity for me. Thank you for your interest, and I respectfully submit my regards.

Education

- 42 Istanbul – Software Engineering / 2023 - 2025
- Istanbul Gelisim University – Management Information Systems / 2021 - 2025

Experience

- Baykar Technology – Central Control Software Intern / 06.10.2025 - 27.12.2025
- Paka Teknoloji – System Support Intern / 12.08.2024 – 23.09.2024
- Tencent Holdings Limited – Server Technician / 01.04.2023 – 01.05.2023

Programming Languages

- C (expert)
- C#/ASP.NET (middle)
- C++ (middle)
- Java (middle)
- JavaScript/TypeScript/React (middle)
- HTML/Tailwind/CSS (middle)
- SQL/PostgreSQL (middle)
- Python (middle)
- XML (middle)
- Bash Script (begin)
- Kotlin (begin)
- Solidity (begin)

Programming Skills

- Multi-process and Multi-thread
- Mobile Application Development
- Object-Oriented Programming
- Microservice Architecture
- Full-Stack Development
- System Programming
- Socket Programming
- Docker Technology
- MVC Architecture
- Media Server
- Git/GitHub
- REST API

Areas of Interest

- Mobile Application Development
- Full-Stack Development
- Web Technologies
- DevOps

Coding Tools

- Visual Studio Code
- Jupyter Notebook
- Android Studio
- Remix IDE
- Pycharm
- Vim

Platforms

- Linux
- Pandas
- Wowza
- Android

Languages

- English (B1)