

Mustafa Simav

Backend Software Developer

Education

2009-2015
(expected) **Computer Engineering**; TOBB University of Economics and Technology (Ankara)
Graduate Project: Scalabe Triple-Store Database designed as an Actor System with REST API and Web Interface

Experience

Jan 2014-Now **Backend Software Developer at VNGRS**
I work on various project and developed RESTFUL APIs for both web and mobile applications with Agile teams and use Scrum framework.

Dec 2012-Apr 2013 **Intern at Labris Teknoloji**
I worked as a System Admin who is responsible for arranging legacy OS packages and migrating them from Centos 5 to Centos 6.

Jan 2012-Apr 2012 **Intern at Anel ARGE**
I learned how to develop Android applications and improved my programming skill in Java. I also learned basics of UI testing and bug reporting.

Projects

SOR'UN **VNGRS:** Mobile platform for realtime chat with call center agents

- Written in Scala
- Built with Play Framework with Akka Actors
- Every entity designed as an Actor and communicates each other by message passing
- Client-Server communication implemented over WebSockets
- Entegrates different call center chat systems

Mana Health **VNGRS:** Patient medical data aggregator

- Worked as Java developer
- Measured causes of poor performance of the system and optimized it
- Designed new system by separating components of the system hence different components could scale seperately for different scalability needs

Modiverse **VNGRS:** A Saas platform for remote android device management.

- Written in Scala
- Built with Play Framework
- Consumed API provided by our customer to develop a device management platform

Pushy-Scala	Scala wrapper around pushy, a Java library for sending APNs. https://github.com/msimav/pushy-scala <ul style="list-style-type: none"> • Written in Scala • Just a DSL wrapper around actual library
GDB4S	Scalabe Triple-Store Database designed as an Actor System with REST API and Web Interface https://github.com/msimav/gdb4s <ul style="list-style-type: none"> • Written in Scala • Internal database design implemented with Akka Actors • REST API implemented with Spray.io
PyKana	Fancy Web Application to Practice Japanese Alphabets and Vocabulary <ul style="list-style-type: none"> • Written in Python • Built with Django
Multiplayer Game Server	Simple Socket Based Server and Client for Multiplayer Board Games https://github.com/msimav/Multiplayer-Game-Server <ul style="list-style-type: none"> • Written in Java • More sophisticated version of Simple Chat • Designed and implemented basic protocol for multiplayer board games
Simple Chat	Simple Socket Based Chat Server <ul style="list-style-type: none"> • Written in Java • Fun project in freshman year • Learned programming, network basics and git

Technical Skills

- Operating Systems:
Ubuntu • Debian • Centos
- Programming Languages:
Scala • Python • Java
- Frameworks:
Play Framework • Akka.io • Spray.io • Django • AngularJS
- Web:
HTML • CSS • Javascript • Coffeescript
- Database Systems:
PostgreSQL • MySQL • Redis • MongoDB • Neo4J
- Version Control:
git

Language Skills

- Turkish (native speaker)
- English (fluent)
- Italian (beginner)

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