# 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 comminication 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>

* 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>

* 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

* 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>

* 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

* Written in Java
* Fun project in freshman year
* Learned programming, network basics and git

## Technichal 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 (beginer)

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