

Ehlinaz Lula YILDIRIM

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PROFILE SUMMARY

I'm a Software Engineering graduate with experience building small applications, connecting APIs, and working on projects from idea to working prototype. I like figuring out how systems behave, improving things that don't work well, and learning new tools as I go. I speak both English and Turkish and I'm ready to step into a development team and keep growing.

TECHNICAL SKILLS

Languages & Frameworks: Java, C++, Python, JavaScript, HTML, CSS, SQL, React.js, React Native, Node.js

Tools & Platforms: AWS, Azure, Firestore, Google Maps API, Jira

Other Skills: Networking & troubleshooting, hardware knowledge, team collaboration, independent project delivery.

TECHNICAL PROJECTS

Tourism Mobile App – Local Legends | React Native, JavaScript, Firestore, Google Maps API

Developed a fully interactive mobile app that helps users discover cultural landmarks and local myths nearby. Integrated Google Maps API for real-time location-based recommendations. Implemented a community feature where users can submit and manage their own stories via Firestore.

Customer FAQ Interface | Python

Created a self-service FAQ tool for a small business to streamline support and reduce human workload. Implemented search functionality, input logging, and data-driven content optimization.

Object-Speed Measurement Mobile App | React Native

Designed an educational mobile app that calculates the approximate speed of moving objects using the device camera. Introduced interactive physics learning for school-aged children during a science event.

Map-Based Interactive Mobile Game | C++

Built a story-driven pixel art mobile game with branching narratives and multiple endings. Implemented game logic, memory management, and user input handling in a low-level environment.

Network Configuration & Maintenance Project

Collaborated in a team to configure and maintain a simulated enterprise network. Focused on security, stable performance, and hands-on troubleshooting to strengthen networking fundamentals.

EDUCATION

Bachelor of Information Technology - Software Engineering Major (June 2023 - November 2025)

La Trobe University | Melbourne, VIC

Diploma of Information Technology (Aug 2022 – Sept 2023)

La Trobe College | Melbourne, VIC

WORK EXPERIENCE

AI Compliance Officer | Zipline.io – Melbourne VIC | July 2025 – Present

Reviewed and validated AI-generated outputs for accuracy and policy compliance, including testing edge cases and inconsistent inputs. Monitored system behaviour, identified recurring failure patterns, and logged issues using structured QA workflows. Worked with technical teams by providing clear reproduction steps, verifying fixes, and validating model updates against expected outcomes. Helped refine internal evaluation criteria and supported improvements to how AI tools were integrated and used within existing software processes.

Office Administrator | Unilodge – Bundoora, VIC | Sept 2024 – Apr 2025

Managed bookings, resident inquiries, and document organization in a fast-paced university accommodation office. Strengthened organisational and communication skills in a professional environment.

Cafe Manager | Post Cafe 3044 – Pascoe Vale South, VIC | September 2022 – July 2025

Oversaw weekend operations, managed staff, and ensured smooth customer service. Developed leadership and team management skills in a high-volume environment.