

SEYMUR MAMMADLI

+90 507 7352608 ◇ seymur.sm@gmail.com ◇ linkedin.com/in/seymur-mammadli

EDUCATION

Middle East Technical University

2011-2016—2017-2020

Bachelor of Computer Engineering

Masters of Multimedia Informatics

Overall GPA: Distinction (3.59/4.0)

EXPERIENCE

April7

November 2018 - Present

Game Developer

Tallinn, Estonia

- Develop hyper-casual game prototypes and final products. Currently, three world-class products have been implemented and published on the market.

Technology stack: Unity3D, Slack, Asana, C#

Kuartis

November 2019 - Present

Senior Software Engineer

Ankara, Turkey

- Design and implement VR-based simulation for medical purposes, enabling practicing the surgery (brain cancer) in the VR environment before the actual surgery. Integrate and implement ROS nodes with SVL automotive simulator. Implement an autonomous car's sensors such as Radar, VehicleStatus to collect and simulate data in the LG SVL simulator. Design and implement custom Maps (scenes) in the SVL simulator to test autonomous systems algorithms. Developing Visualization (Input, Output) UIs to control and demonstrate sensor outputs (GPS, Lidar point cloud) of Autonomous Vehicle. Technology stack: ROS, Unity3D, JavaScript, Java, C#, Python, Mapbox, Nodejs

Havelsan

July 2018 - November 2019

Software Engineer

Ankara, Turkey

- Develop Conference Application based on WebRTC, which has whiteboard editing, video&audio communication, interactive map manipulation features. Worked as a full-stack software developer on JavaFx based Submarine(GUI) project named Agosta (Agosta 90B Class submarines control windows) Technology stack: Java, JavaFX, Spring, Hibernate, JavaScript, WebRTC, Kafka, Spark, Mapbox, Nodejs, Cassandra, FXML

Elektroland Defence

February 2016 - June 2018

Software Engineer

Ankara, Turkey

- Developed several mobile (Android) applications to control military robots remotely. Applications included live video streaming, Offline GPS tracking, 3D Modeling, GamePad support, etc. The projects have been developed for Linux and Windows Environments using JavaFX and for mobile using Android. Technology stack: Java, JavaFX, CSS, FXML, OpenGL ES, Android, Unity 3D, Git, CSS, Augmented Reality, Virtual Reality, DTPs (UDP, TCP, HTTP, RTSP)

Atom

June 2015 - August 2015

Unity3D Game Developer internship

Ankara, Turkey

- Technology stack: Unity3D, C#, MonoDevelop, Augmented Reality, Blender.

TECHNICAL STRENGTHS

Programming	Java, C#, C/C++ (algorithmic usage), Python, JavaScript Dart, HTML, CSS
IDE/Tools	Unity Editor, Android Studio, VS Code, Eclipse, IntelliJ, Git, SVN
Visual Design	Gimp
Technologies/Frameworks	Unity3D, Android, Flutter (basics), ROS, JavaFX, Mapbox (basics), WebRTC (basics)
Machine Learning	Python with Numpy and Pandas, PyTorch
Typesetting Document	Latex

SIDE PROJECTS

Have published more than 60 games and mobile applications in the Play Store and App store.

Unity 3D AR based Game 2018-Present

Champion *Microsoft Store Sydney and Parramatta*

- Tower defense game designed and implemented on Unity3D which bases on Augmented Reality.

SkyFighters 2018-Present

Champion *Microsoft Store Sydney and Parramatta*

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Cupcake Addict 2018-Present

Champion *Microsoft Store Sydney and Parramatta*

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Hexa Jumper 2018-Present

Champion *Microsoft Store Sydney and Parramatta*

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ChairCare 2018-Present

Champion *Microsoft Store Sydney and Parramatta*

- I have taken a role as a mentor in a senior project of METU Computer Engineering Department's students. The project idea was mine which was a smart cushion to bring awareness that poor posturing is one of the serious problems of today and it is needed to be considered in a daily life.

UVSS 2018-Present

Champion *Microsoft Store Sydney and Parramatta*

- Under Vehicle Surveillance System (UVSS) is designed to provide a fast and effective means for security professionals to scrutinize the undercarriage of a vehicle.

SpeechCue 2018-Present

Champion *Microsoft Store Sydney and Parramatta*

- Mobile note taking Application which has extra features such as taking sound notes, converting text notes to sound notes, taking and managing multiple notes as a project.

La-i 2018-Present

Champion *Microsoft Store Sydney and Parramatta*

- Emergency application for mobile user which enables user to send automatic message and location of user to predefined contacts. It also enables instant audio recording to user in case of emergency.

Smart Driver Assistant

2018-Present

*Champion**Microsoft Store Sydney and Parramatta*

- The purpose of Smart Driver Assistant is to reduce the number of car accidents caused by drivers only because of their phone usage and the cases when they are feeling sleep. Smart Driver Assistant takes the phone and uses it in a way that serves as a guard of the driver and gives the driver the opportunity to be fully focused and have a high probability of avoiding accidents.

Sydney University

2013-2014

*Student Representative**Campberdown, NSW*

- I gathered information from students and communicate their views to the faculty members. I did this to improve the learning experience of current and future students.

Aiesec Poland

November 2013- February 2014

*Intern**Poznan, Poland*

- I taught English to Polish Kindergartens and assisted the organisation in promoting Global Host Family and diversity to Polish students.

LANGUAGES

English	Advanced
Russian	Pre-Intermediate
Turkish	Advanced
Azerbaijani	Native