# Sinan Midillili

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2015 October - 2017 May

## http://scrunch.com

Scrunch

Role: Software engineer

- Design and build the scrunch app db and db relationships. Maintain migrations and data sanity.
- Create scalable scrunch micro-services: Public API, Permissions API, custom twisted/cyclone protocol library, customer and admin interface for devops. This is all done via TDD, maintaining at least %85 coverage.
- Post-process scraped social media information (scrapy) and merge profiles in ElasticSearch for both fuzzy and complex filtered search queries based (e.g. location, age group, followers etc.).
  - Skin detection in images by teaching an application skin colors within body part boundaries.

#### 2015 February - May

## Freelance projects and self improvement

# 2014 July - 2015 January Role: Software Engineer

http://stubridge.com

Stubridge

- Design, engineer and maintain the stubridge app stack that helped students share and sell class notes and private tutoring sessions. This project was built on Django, Postgres, redis and an app was prototyped as well (unity).

# 2014 August - December

http://mobilike.com

Mobilike

Role: Software Engineer

- Engineer the db backend services (node.js, mongodb, redis) to retrieve our uploaded ad media (through the diango admin, postgresql). http://goseamless.com/: Common ad-server for %70 of Turkeys overall mobile apps and also ones in acun media group llc. http://woodo.tv/: for video ads.
  - Create automated tasks for data sanity and admin pages with diango admin, celery.

## 2013 May - 2014 June

http://hipolabs.com

Hipo

Role: Backend Developer

- Prototype app idea backend services. Design high-turn, easily manageable backend micro services for various third party companies (django, twisted, Go, Postgres, Elasticsearch).
- -Create food-truck tracking applications and backend services for Toronto (sponsored by the current mayor). These were location specific, highly scaleable micro services (twitsted) and highly customized devops administrative pages(django)
- Some of these projects (but not limited to): blogto.com, thevoltapp.com, pokersmith.com, strumpapp.com, choicelr.com, bestofturkey.com

## 2008 June - 2012 July

http://kozadanismanlik.net/

Koza

Role: Co-Owner & Fullstack Developer

- Design a patient tracking software and create a service to easily bill users automatically (C#).
- Design small apps that help therapy sessions and automate daily office tasks (Unity, Pygame)

Aug-Sept 2010	Internship	Teradata Business Intelligence Solutions
Aug-Sept 2011	Internship	NCR Intelligence Solutions

## **Education:**

2007-2013	Isik University Computer Science Engineering degree with I.B. Scholarship
2003-2007	Eyuboglu Educational Institutions International Baccalaureate Program honors degree

I.B. Extended Essay: "Calculating the Future Brightnesses of Delta Cephei Type Variable Stars using Sinusoidal Applications"

## Computer Skills:

Programming Languages: Python, Javascript, Go, C#, SQL, bash

Frameworks used: Twisted, Django, Flask, OpenCV, Tornado, Kivy, SqlAlchemy, Unity, Node.js, libgdx, processing, nginx, gunicorn, uwsgi, Restful, AngularJS

DB's used: PostgreSql, Elastic Search, mongodb

Working Environments & VCS's: Vagrant, docker, virtualbox, git Cloud Services used: Digitalocean, Google Cloud, Amazon AWS

# Miscellaneous Projects:

- Environment garden control and feeding via raspberryPi.
- Robotic arm that moves by reading the muscle nerves. Wrote my own signal processing library for control with an external gamepad/joystick.
- Automating 3d printer tasks for adding padding and created kinetic sculptures.
- Nudity detection in images by teaching the possible skin colors by isolating body parts
- 2003,2004 android 2005 Turkey MEF Visual Arts entree and 2004 Turkey Visual Arts first prize.
- A turn based realtime asynchronous multiplayer state engine.
- A psychologist patient tracking software that matches users with partial facial recognition.
- Image recognition and smart resizing program for web sites and other uses.
- Android game "driblet", Thesis project for "Android game Development", A+
- Nao Robot Challenge (2008-2009) assistive developer at Isik University
- Logitech bluetooth pairing support software script for ubuntu
- Automated vending machines using social media as currency

#### Personal:

I am a headstrong, curious, creative realist who takes pride in what he does and I do it passionately. I am willing to ask for help when needed and am constantly observant for new things that I can integrate into both my daily and professional life. When it comes to new things I believe I have a short learning curve and can adapt myself easily. I strive for simple yet robust, clean, tested and modular code which confines to standards properly. My background as a sculptor and photographer curb my instinct to make and analyze things in multiple dimensions. As a proud alumni of International Baccalaureate, I've learned to work intelligently and use the sources around me efficiently. I like to work and be around positive, passionate smart people and I am motivated by this.

## References:

References can be taken on request

- David Novakovic; CTO and supervisor at scrunch
- Nezih Esal; Senior Sales Executive at NCR Bilisim Sistemleri Ltd. Sti.
- Siddik Yarman; President of Institute of Sciences at the Department of Defense Technologies in Turkey and Director of Technical Sciences Vocational School.
- Güven Güzeldere; Harvard University Senior Lecturer on Philosophy & Psychology