Tümerkan Mustafa Durmuş

Software Engineer

I'm an engineer who places a high value on good communication and has extensive experience in developing user-friendly digital products. I take great joy in tackling complex tasks, employing the latest technologies, and being part of a dedicated team.

Contact

Nürnberg, Germany

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Socials

🌐 tuemerkan.com

in linkedin.com/in/tuemerkan

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Education

M. Sc. Computer Science
Oct 2022 - Oct 2024
Technische Hochschule Nürnberg

B. Eng. Media Engineering
Oct 2017 - Sep 2021
Technische Hochschule Nürnberg

Abitur
2016
Bertolt-Brecht-Gymnasium Nürnberg

Languages

German, Turkish
native

English
fluent

French
intermediate

Hobbies

Weightlifting

Travel

Work Experience

DB Systel, Frankfurt am Main

Full Stack Developer   Apr 2023 - Present

- Developed and managed a critical traffic management web application in a cross-functional, agile team.
- Ensured high system availability and security through effective monitoring and maintenance practices.
- Enhanced development efficiency by contributing to a shared component library.

React - TypeScript - Spring Boot - Kotlin - GitLab CI/CD - OpenShift - Kubernetes - Docker - Prometheus - Grafana - AWS - Terraform

Student Jobs

Bosch Rexroth, Lohr am Main

Working student   Oct 2022 - Mar 2023

Enhanced user experience and reduced development time through the development of a UI component library for industrial control applications.

Angular — TypeScript — Azure DevOps

Bosch Rexroth, Nürnberg

PreMaster   Oct 2021 - Sep 2022

Led the development of a cross-platform application that optimized logistics processes, achieving a 35% improvement in efficiency.

React — JavaScript — C# — .NET

Siemens Energy, Erlangen

Bachelorthesis   Feb 2021 - Jul 2021

Title: "*Virtual Prototypes based on 3D Scans*"

Siemens Energy, Erlangen

Working student   Mar 2020 - Jan 2021

Developed a mobile application for live visualization of industrial data in augmented reality, improving real-time decision-making in production environments.

C# — Python — Unity

Bosch Rexroth, Stuttgart

Intern   Mar 2019 - Aug 2019

Contributed to the development of Industry 4.0 projects
(image recognition, machine learning, augmented reality).

C# — Python — Unity