



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


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Socials

 tuemerkan.com

 linkedin.com/in/tuemerkan

 @tuemerkan

 @tuemerkan

Education

M. Sc. Computer Science

Oct 2022 - Present

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

DevOps Engineer

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" — Grade: 1.3

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.

Unity — C# — Python

Bosch Rexroth, Stuttgart

Intern

Mar 2019 - Aug 2019

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

Unity — HoloLens — C# — TensorFlow — Python