Umut Sevdi *Software Engineer*

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Education

Computer Engineering, *Yıldız Technical University* ⌕   09/2019 – present
GPA - 3.11

Technical Skills

Java
Two years of professional and four years overall experience in Java. Proficient in frameworks such as Spring Boot and Vaadin.

C
Four years of experience in C focused on CLI tools and embedded systems. Built projects for Linux. Knowledgeable in POSIX libraries, build-systems and familiar with various third-party libraries such as GLib and OpenSSL.

C++
Familiar with C++ concepts and libraries. Developed embedded applications and have basic knowledge of ROS.

Docker
Experience with the deployment and management of containers.

Linux
Four years of experience with Linux on desktop and server platforms, including deployment and management of servers in Cloud Providers. Additionally, I have over a year of experience maintaining a home server.

Go
2 years of experience. Built web services and CLI tools for personal use. Proficient in the standard library.

Bash
Developed automation programs for desktop and server environments.

Core Competencies

- Object Oriented Programming
- Back-end Development
- Message Brokers (RabbitMQ)
- Unit Testing
- Agile Software Development
- Socket Programming
- Git
- SQL Databases
- Algorithms and Data Structures

Professional Experience

Yapı Kredi Teknoloji ⌕

Assistant Software Engineer   07/2023 – present
- Worked at FAST and EFT Money Transfers team for 6 months. Developed and deployed various services for the payment systems.
- Served as a Software Engineer in the CashFlow team for almost two years, focusing on microservices for payment process control and monitoring.
- Restructured the data reporting transaction-summary queues to mitigate race conditions.
- Enhanced the performance of multiple services within the High-Frequency project at FAST.
- Designed and implemented the backend of online payment services for enterprise use.

Software Engineer (Part Time)   03/2022 – 07/2023
- Developed microservice modules that capture and report failed, missing or loading to the responsible teams, capable of detecting both online and sync errors.
- Improved the test coverage statistics of older projects above 90% to meet new standards.

egaranti, *Back-end Developer - Part Time* ⌕   07/2021 – 01/2022
- Built the backend service for small businesses and individuals from the ground up.
- Designed the external integration API.

Certifications

Java Backend Developer Certificate ⧉
Jetbrains Academy

Spring Security for Java Backend Developers ⧉
Jetbrains Academy

Google DSC Lead Certificate of Completion ⧉
2021 - 2022 Google Developer Students Club Lead,
Certificate of Completion, Credential ID: GDSC2022-
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SQL Fundamentals Certificate ⧉
Jetbrains Academy

Go Intermediate Certificate ⧉
Hackerrank

Projects

Eye Tracking Robot ⧉
- A two-wheeled device that tracks eye movements and moves accordingly, written in C and Python using OpenCV.
- Runs on multiple threads to move continuously while listening to connections. Uses UDP for IPC.

Service Discovery and Load Balancing Service ⧉
- A service registry and load balancing system that relies on UDP broadcasting to discover available microservices instead of storing them in a database.

Brauzer ⧉
- A web browser from scratch in C programming language for Linux that implements various web protocols such as HTTP, HTTPS, Gopher and Gemini.

Logic Circuit Simulator ⧉
- A free, open-source, cross-platform Logic Circuit Simulator that can calculate the results of circuit boards that includes all basic logic gates, clocks and basic input-output and allows users to save and load circuits and create reusable templates.

Organizations

Google Developer Students Club, *Lead* ⧉   07/2021 – 06/2022
- Led the Google Developer Students Club of Yildiz Technical University.
- Organized and managed events to promote Google Technologies.

SKY LAB, *Research and Development Manager* ⧉   06/2021 – 06/2022
SKYLAB is the largest computer science club at Yildiz Technical University, with over 1000 members.
- Roles Held:
  - Head of the Game Development Team (2020)
  - Research and Development Manager (2021)
As the Research and Development Manager, I was in charge of SKYLAB's seven teams and the management of their projects.
- Teaching Experience:
  - Introduction to Git Version Control System
  - Introduction to Object-Oriented Programming with Java (Conducted in 2021 and 2022)
  - Introduction to Go Programming Language

Languages

Turkish (Native/ full working proficiency)

English (Native/ full working proficiency, 96/100 Proficiency Exam, 87/100 Erasmus Exam)