

# Mustafa YILDIZ

★ yildizm@outlook.com ★ +90 (539) 858-7875 ★ [github.com/yildizm](https://github.com/yildizm) ★

## Education

**Middle East Technical University** | *Ankara, Turkey*

MS in Computer Engineering

*Jan 2019 - present*

**Bilkent University** | *Ankara, Turkey*

BS Computer Engineering, GPA: 3.0/4.0 (Honor Student)

*2017*

## Experience

**ASELSAN** | *Ankara, Turkey*

Avionics Software Engineer

*Aug 2018 - present*

- Graphical updates to operational flight program and avionics' cockpit display system
- Software design, implementation and integration for real-time embedded avionics software
- Compliance with international DO-178B and internal Avionics development standards
- Decomposing system level and high level requirements and supporting certification activities
- Collaborating on software requirements management, design and code reviews
- Working in a multidisciplinary team, architect, design, develop to update functionality

**IMS Technology** | *Ankara, Turkey*

Software Engineer

*2017 - July 2018*

- Implementation of a high-traffic government website and web services (*depren.gov.tr*)
- iOS Development for a government agency
- Working on the maintenance of big-data processing streams

**Impuls Ing d.o.o** | *Rijeka, Croatia*

Software Engineer Intern

*Summer 2016*

- Implemented a patch update for a critical bug for company's commercial software
- Implemented the back-end and front-end of a new client management system

**TaleWorlds Entertainment** | *Ankara, Turkey*

Software Engineer Intern

*Summer 2015*

- Designed and implemented an auto game object generation module
- Implemented a basic optimizer to reduce code compilation time by one half
- Performed testing on game engine revisions

## Skills

Languages: C, C++, Java, Swift

Frameworks: Spring, Hibernate, SciPy

Tools: VAPS XT, IBM Rational Rhapsody, MULTI, Git, Eclipse, Xcode

## Projects

*(Click project titles for more details)*

**RPC System Middleware Implementation with Stub and Skeleton Generators**

- Implemented a generic RPC middleware with client stub and server skeleton generators
- Communication mechanism over sockets for a given service and functions
- JSON-based interface definition language for users to define desired
- Capable of handling a wide range of faults and errors, that originate from client and server

**TurjeeMan – An Interface and Tools to Create Feature-Rich Translations**

- Implemented back-end server with Django and PostgreSQL database
- Created pipelines for inter-server communication of all components over REST calls
- Developed hyper-graph model in token-to-token Mapper component
- Mapper dynamically updates the data set of all translated texts by using user inputs

**Movie Genre Detection Based on Subtitle Analysis Methods**

- Built script for automatic subtitle data collection and preprocessing
- Preprocessed the data by using NLTK platform
- Implemented bag-of-words model and Naive Bayes Classifier

## Online Courses

**Azure fundamentals** by *Microsoft Azure*

**Mastering the essentials of the InfluxData platform** by *InfluxData Training*

**Reliable Distributed Algorithms I** by *KTH - edx*

**Creating a Reliable Continuous Integration System and Log Analytics** *Coursera*