

# Mustafa YILDIZ

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## Education

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

BS Computer Engineering, GPA: 3.0/4.0

*graduated in August 2017*

*Advanced Coursework:* Distributed Systems and Algorithms, Introduction to Machine Learning, Database Systems, Intermediate Logic, Systems Analysis and Design, Software Architecture Design, Software Product Line Engineering

## Experience

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

Software Engineer Intern

*Summer 2015*

- 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

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

Software Engineer Intern

*Summer 2014*

*Short description/summary of research and estimation techniques. This can be several lines long because of the paragraph box.*

- Game Software Development –Gameplay, AI, and Auto-Game Object Generation

## Skills

Proficient in: C, Python

Experience with: C++, Java, SQL, MATLAB

Software/Frameworks/Tools: Django, Git, SVN, sci-kit learn, Eclipse, Visual Studio

## 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 –Web Tools for Human Translators**

- By using users input, dynamically updates the data set of translated texts across languages.
- Supports token-to-token mapping.
- Users are able to create feature-rich, highly-annotated translations smoothly

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

Using Machine Learning techniques, tries to categorize movies into genres by analyzing subtitles with machine learning techniques that focus on several aspects of the subtitles such as sound descriptions, dialogue frequency and raw subtitle scripts. Some of the applications offer novel solution for movie genre classification problem.

### **Library Management System**

Using Machine Learning techniques, tries to categorize movies into genres by analyzing subtitles with machine learning techniques that focus on several aspects of the subtitles such as sound descriptions, dialogue frequency and raw subtitle scripts. Some of the applications offer novel solution for movie genre classification problem.

## Achievements and Activities

### **High Honour Student in ‘16-‘17 Spring Term**

### **The Contribution of M. Wollstonecraft to Contemporary Issues in Philosophy**

Respondent at the conference held in Bilkent University at June 1, 2017.

### **Undergrad Teaching Assistant for Intro to Java Programming Course**

Managing lab sessions and assisting the whole course structure by grading and guiding students for a term

### **Volunteer Instructor for Bilkent University Social Awareness Projects**

Projects' program was for middle-school children who cannot afford high-school placement exam preparation course for two semesters

**1024<sup>th</sup> in Nationwide University Entrance Exam among 1.5 million participants**