

YUNUS YURTTURK

PROFILE

Experienced software engineer with 10 years of experience, having **electronics engineering background** and a **diverse skill set** across various technology domains. I played a **pivotal role** in Turkey's specific kind of **missile project**, as a software engineer and **later as software team leader of the project**. Presently, I am contributing my expertise as a dedicated software developer for a well known global virtual production company. Over the course of my career, **along with pursuing personal interests**, I have acquired **broad knowledge of multiple technologies**, including **embedded systems, desktop applications, web development, and mobile app development**.

EXPERIENCE

Virtual Production Company

Remote

Oct 2022 - Present

SOFTWARE DEVELOPER

- Global team, fully remote
- Virtual studio product
- Unreal Engine** (specialized in customizing source code, build system and plugin development)
- License management software (Win32, Services, C++, Server/Client)
- CI/CD pipeline implementation and management, preparing installers** (Inno Setup and NSIS)

Remote Global C++ CI/CD Powershell Unreal Engine CMake Installers Github Actions

Game Controller Company (Upwork, Contract, Part Time)

Remote

Mar 2023 - Present

SOFTWARE DEVELOPER

- Upwork contractor
- Game controller enhancement software project for PCs
- Signal processing for elimination of drift problems in game controllers
- QT Framework, QML**
- C++, SDL2 Library**
- 3rd party licensing API integration (WooCommerce Subscriptions)
- Time series analysis & signal processing
- UI Design & Implementation (Figma, QML)**
- Still serving as software developer & consultant for the project

Consultant C++ QT QML SDL2 Time Series Signal Processing

TUBITAK SAGE

Ankara, Turkey

Sep 2018 - Oct 2022

SOFTWARE TEAM LEADER

- TUBITAK (The Scientific and Technological Research Council of Turkey)
- Team leader** of ~8 software developers
- Responsible for architecting, developing, and maintaining software projects related to missile development.
- Algorithms integration and tests
- Missile-Aircraft platform integration
- Dual target software development** (utilizing same code base for two different target platforms)

Defence Industry Missile Development Team Lead Avionics Complex System



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SKILLS

Programming:

C++, C, QT, QML, C#, Scripting, Powershell, Unreal Engine

Software Development:

Object Oriented Programming, Design Patterns, CI/CD, Software Architecture, JIRA, UML

Engineering:

Mathematics, Signal Processing, Time Series Analysis, Electronics

Embedded Software:

Xilinx Zynq, ARM Architecture, Bare Metal, RTOS

Developer Tools:

Git, Github Actions, CMake

Misc:

Figma, .Net, Flutter, Linux, Web Development

LANGUAGES

Turkish	Native
English	C1

INTERESTS

Computer Games	Popular Science Kickbox
Animes	

SR. SOFTWARE DEVELOPER

Sep 2013 - Oct 2022

- Defence industry
- Realtime mission computer software development
- **Deep knowledge about ARM Architecture**, specifically Cortex-A processors
- **Bare metal** embedded software development
- Expert in Micrium III OS/Kernel (**RTOS**).
- Extensive **TCP/IP experience**, integrated and customized the stack from the lowest 'physical' layer to the highest 'application' layer.
- Desktop software development, using C++, C#, CLR C++, QT, Borland C++
- Hardware and software simulation of avionic devices
- JIRA Administration

C C++ ARM Microcontroller Zynq OOP Design Patterns Networking RTOS Kernel
Simulation .NET

Personal Projects

Ankara, Turkey

MOTION CONTROLLED GAME CONTROLLER

Oct 2020 - Jun 2021

- **Similar to Nintendo Wii**, developing a game controller project based on physical movements
- Arduino & BNO055 9 Degree of freedom IMU Sensor for sampling movement data
- **Advanced time series analysis & processing**
- Reverse engineering & DLL hooking
- Implemented complex GUI software to support monitoring, training and testing the project
- <https://github.com/yunusyurtturk/BNO055SensorPad>

Signal Processing Time Series IMU Game Controller Reverse Engineering Dynamic Time Warping

FLUTTER CARD GAME

Oct 2021 - Jun 2022

- Pisti game (a common deck game played with 52 cards)
- Flutter based
- Single player, multi player, realtime
- Integrated Firebase (Google Cloud) as backend, authentication and database services
- **Multiplayer game without one line of server code**

Flutter Dart Firebase Android Game

ILAN HARITASI (BAZAARERS)

2011 - 2016

- Bazaar refers to a market in a Middle Eastern country. *
- Location based & social buy/sell network
- **Large-scale project that took significant time and effort.**
- Google maps integration
- HTML, CSS, jQuery, Bootstrap for frontend
- PHP (Laravel) and MySQL for backend
- LAMP server setup, using Digital Ocean droplets
- Native android application development
- **Personally executed every aspect of the implementation.**
- <https://github.com/yunusyurtturk/BazaarsArchive>

PHP MySQL Laravel CSS jQuery Web API Android Java

EDUCATION

BSc in Electrical and Electronics Engineering

Hacettepe University

Sep 2008 - Nov 2013