D. Yiğit Yılmaz
Software Engineer

Amsterdam, Netherlands

📞 +31 6 30 146 510
✉ doganyigityilmaz@gmail.com
❶ How to pronounce my name

in /d-yigit-yilmaz
⌗ /yvesyil
🌐 yvesyil.xyz

The quote "What I cannot create, I do not understand" by Richard Feynman really resonates with me because this is my approach for learning new concepts in life. If I find myself trying to understand how a system works, I start by thinking how I would design it and build a small version of it.

🎓 Education

Technological University of the Shannon (TUS)
B.Sc Honours in Honours Software Engineering with Cloud Computing

2021 – 2023
Athlone, Ireland

> Grade: First Class, Courses: Distributed Systems, Databases, Service Oriented Architecture, Security

Bilkent University
B.Sc in Information Systems and Technologies

2019 – 2021 (Transferred to TUS)
Ankara, Turkey

> Grade: 3.2/4.0, Courses: Object Oriented Analysis and Design, Computer Algorithms and Data Structures, Computer Networks Cisco CCNA, Web Technologies

◔ Experience

ING Bank Nederland
Software Developer

October 2023 – Present
Amsterdam, Netherlands

> Currently working on the improvement and the migration of billing services within IT.
> Worked on Oracle databases and Java Spring APIs with Azure DevOps.

Johnson Controls
Software Developer Intern

January 2022 – July 2022
Cork, Ireland

> Collaborated on the design and development of an enterprise-grade chatbot using Node.js and Azure Bot Framework SDK, hosted on Microsoft Azure Cloud.
> Implemented the core web service of the chatbot that communicated with both internal and external REST API microservices.
> Utilized natural language processing AI models available on Azure Cognitive Services to enhance the chatbot's ability to understand and respond to user input.
> Worked within an agile development process utilizing Azure DevOps and Git version control.

Adastec
Software Engineer Intern

June 2021 – August 2021
Istanbul, Turkey

> Worked in the perception part of the autonomous driving software for commercial vehicles.
> Designed and developed a service using C++ to detect the position and the state (opened or closed) of access barriers using 3D space LIDAR sensor data.
> Utilized pub/sub communication with other services to ensure the raw LIDAR sensor data was compressed, noiseless, and semanticized.

⚗ Personal Projects

Claw.js
⌗/claw-js

> A linear algebra library for JavaScript that's written in both C and JavaScript that uses OpenCL to compute matrices on the GPU. It's aimed to be used for Deep Learning applications as it can reduce training time.

Introspection

/introspection

> A fullstack compiler explorer web application tool that converts higher-level source code (e.g. C) to lower level representation (x86 assembly) using React with TypeScript on the frontend and a microservice architecture in the backend using Java, Go, and TypeScript.

Neural Network from Scratch

/neural-net-api

> A Neural network completely written from scratch using TypeScript with matrix and differential operations are written by me, designed to recognize hand-written digits. Also serves as a REST API that can be interacted with by sending JSON over the wire.

⚙ Skills

Programming Languages JavaScript, TypeScript, Python, Go, C, C++, Java, PHP, HTML, CSS, SQL, JSON, YAML

Tools & Technologies Git, Node.js, MongoDB, MySQL, Docker, Kubernetes, Microsoft Azure, Azure DevOps, Linux, CMake, Ansible, Coreutils & binutils

Frameworks & Libraries React, Express.js, Flask, Pandas, PyTorch, OpenGL, OpenCL, WebGL

Natural Languages Turkish (Native), English (Advanced), French (Basic), Dutch (Basic)

♥ Hobbies

Music

> Playing Guitar and Piano
> Music Composition and Theory

Reading

> Technical Blogs
> Materials related to STEM

Sports

> Bouldering
> Ping-Pong