Yiğit Yılmaz
Software Engineer

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🎓 Education

Techological University of the Shannon   2021 – 2023
Software Engineering with Cloud Computing   *Athlone, Ireland*
> Distributed Systems, Databases, Service Oriented Architecture, Security

Bilkent University   2019 – 2021
Information Systems and Technologies   *Ankara, Turkey*
> Object Oriented Analysis and Design, Computer Algorithms and Data Structures, Computer Networks Cisco CCNA, Web Technologies

🥧 Experience

Johnson Controls   January 2022 – July 2022
Software Developer Intern   *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   June 2021 – August 2021
Software Engineer Intern   *Istanbul, Turkey*
> Worked in the perception part of the autonomous driving software for commercial vehicles.
> Designed and developed a service using C++14 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.

⚗ Projects

Claw.js   Repository
> 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   Repository
> (WIP) 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   Repository
> 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

Frontend Development HTML, CSS, Javascript, TypeScript, React, WebGL
Backend Development TypeScript, JavaScript, Python, Java, MySQL, MongoDB, Docker, Microsoft Azure, Linux coreutils
Low-level Programming C, C++14, CMake, OpenGL, OpenCL, Binutils