Yunus Güngör

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Adress: Thorn Prikkerstraat 35 1062BR Amsterdam/Netherlands

Work Permit: Turkey and Netherlands - Visa: Residency Permit by Netherlands and Travel Visa for USA

2020 Personal Project: Scribo – Event Driven e-reader synchronizer

Developed with golang, kafka, html templates and event driven system architecture

December 2019-Now Work Experience:

Peaks - Back-End Developer - Amsterdam, Netherlands

Worked on scalable cash flow system, contributed to the overall system architecture, developed microservices, decreased overall system's response time and improved 99th percentile for response time by %80, contributed during and after the incidents

2019 Project: DeepDog Application

Optimized and tested machine learning algorithms with %79 success rate with 120 classes, and optimized model size to be under 30mb, implemented the model in a native Android and iOS application using Kotlin, Swift, Tensorflow Lite and Python

July-September 2019 Work Experience:

Basetis - Mobile Applications Internship - Barcelona, Spain

Developed DeepDog. Also worked within a team for developing a client's app using flutter, suggested and implemented a method that decreased the boiler plate code

Feb-Jun 2019 Education: Undergraduate of Computer Science Erasmus Exchange

AGH University of Science and Technology Krakow, Poland

Relevant Completed Courses: Advanced Methods in Machine Learning, Computer Graphics, Group Artificial Intelligence, Quantum Mechanics and Quantum Computing

June 2018 - January 2019 Work Experience:

Insider, a Sequoia backed company - Internship, QA Engineer - Istanbul, Turkey

Improved SDK quality by testing new and existing features and by investigating bug reports to find reproducible bugs, implemented bug fixes, helped partners to prevent churns, developed a demo and testing app using React Native

2018 Project: AEGEE Agora Mobile Application

Interactive app for navigating and following schedule in a multinational conference

July-August 2017 Work Experience:

Virasoft Yazılım Ticaret Limited Şirketi - Computer Vision Internship - Istanbul, Turkey

Implemented research papers focusing on computer pathology as add-ons for ImageJ program with Java and prepared reports on effectiveness and performance

Jan-May 2017 Work Experience:

Anatolian Technologies & Labs - Part Time Java Developer - Istanbul, Turkey

Improved an existing web application's backend and frontend according to customer needs to increase revenue using Java, Javascript, Spring Boot, SQL

2017 Personal Project: Burda! Mobile Application for Android

Developed with geofence and notifications to keep attendance history

2015-2019 Education: Bachelor of Computer Science — GPA: 3,57

Istanbul Technical University — Istanbul, Turkey

Relevant Completed Courses: Microprocessor Systems, Computer Organization, Object Oriented Programming, Learning From Data, Measurement & Instrumentation, System Programming, Real-Time Systems Software, Robotics, Software Quality and Testing

GENERAL SKILLS:

Programing:
- Java
- Swift
- C
- C++
- Python
- JavaScript
- SQL
- Go
- Dart

Web:
- Flask
- Jekyll
- Bootstrap
- HTML
- CSS
- React
- PHP

Mobile:
- Android - Java
- iOS - Swift
- React-Native
- Flutter

Machine Learning:
- Matlab
- TensorFlow
- TensorFlow Lite
- SciPy
- Keras
- Pandas

Development Tools:
- Git
- CMake
- Gradle
- CocoaPods
- NodeJS
- Jenkins
- Bash
- PowerShell
- Docker

PRACTICAL SKILLS:
- RESTfull Services
- Microservices Architecture
- Event Driven Architecture
- Domain Driven Design
- Reactive Programing
- Software Testing
- Test Driven Programming
- Cross Platform Programing
- Machine Learning Techniques
- CI/CD

SOFT SKILLS
- Teamwork
- Open Minded
- Accountability
- Analyst
- Working in Agile

OTHER INTERESTS
- Coffee
- Design
- User Experience
- Video Games
- DIY Projects
- Self-Education

LANGUAGES
- Turkish: Native
- English: Fluent
- Spanish: Beginner
- Dutch: Beginner