



MUZAFFER KADIR YILMAZ

COMPUTER ENGINEER - FULL STACK DEVELOPER

Issues, merge requests, pushes, and comments.

CONTACT INFORMATIONS

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From a young age, I have been captivated by the world of technology and computers, which has fueled my passion to become a computer engineer. I am committed to continual growth and strive to enhance my skills while staying abreast of the latest advancements in the field. Previously, I had the opportunity to teach courses and contribute to the learning experience within university club events. Sharing my work and knowledge with others brings me great joy and fulfillment. I try to write blogs whenever I can. I firmly believe in the power of teamwork and value the collective efforts that can lead to exceptional outcomes. Honesty and sincerity are guiding principles in my interactions, as I prioritize open and transparent communication. With an unwavering enthusiasm for technology, I am driven to make a positive impact on every project I undertake. I approach every opportunity with sincere enthusiasm, utilizing my abilities and imagination to provide fresh and inventive solutions.

EDUCATION:

- Master's Degree in Computer Engineering, Karadeniz Technical University, 2022-Present
- Bachelor's Degree in Computer Engineering, Karadeniz Technical University, 2016-2021 (Grade: 3.00017)
- Sociology, Ondokuz Mayıs Üniversitesi, 2021-Present
- Mehmet Koloğlu Anadolu Lisesi

EXPERIENCES:

FRONTEND DEVELOPER, MUKELLEF, OCT 2023- PRESENT

- Contributing significantly to Mükellef's frontend development utilizing **Vue.js**, **Nuxt.js**, **Bootstrap**, and **Tailwind**.
- Employing story point estimation techniques for efficient task planning and prioritization.
- Actively participating in Agile methodologies, ensuring adaptability to changing project requirements and delivering results within specified timelines.
- Focusing on creating intuitive user interfaces with a strong emphasis on UI/UX principles.
- Overcoming technical challenges and implementing complex functionalities to enhance platform features and performance.
- Collaborating closely with cross-functional teams, promoting open communication, and fostering teamwork.
- Rapidly adapting to new technologies and frameworks within the dynamic environment of the betting industry.

WEB DEVELOPER, PATH, OCT 2022- OCT 2023

- **IGAME - BETTING PLATFORM:**

- Contributed to the frontend development of iGame, a dynamic betting platform, using technologies such as **React**, **Next JS**, **SCSS**, and **Websocket**.

- Utilized **Jira** for effective project management, ensuring smooth collaboration and timely task completion. Utilized Jira for effective project management, ensuring smooth collaboration and timely task completion.
- Implemented **Agile methodologies** to adapt to changing project requirements and deliver results within given timelines.
- Paid attention to UI/UX considerations, aiming to create user-friendly interfaces for an enhanced betting experience.
- Overcame technical challenges and implemented complex functionalities to improve platform features and performance.
- Worked closely with cross-functional teams, maintaining open communication and promoting teamwork.
- Developed skills in learning and adapting to new technologies and frameworks within the fast-paced betting industry.

- **SOZCU.COM.TR:**

- Worked on the technical side of Sozcu.com.tr, one of the most popular websites in Turkey, ranking 12th in terms of traffic.
- Contributed to the development of the project, utilizing technologies such as **Typescript**, **SCSS**, and **WordPress**.
- Gained valuable experience in areas such as **SEO** (Search Engine Optimization) and advertising while working on this project.

- **HOMZMART.COM:**

- Worked with Homzmart, an international furniture manufacturing company, for approximately 2 months.
- Took part in the development of Homzmart's website, utilizing technologies such as **Nuxt JS**, GraphQL, and Magento.
- Completed the project and transitioned to another project within the company.

FULL STACK DEVELOPER, BORDO.IO, SEPT 2020 - OCT 2022

- **OMNIMESSAGE.CO API:**

- Played a pivotal role in the development of the Omnimessage.co API, which provided a comprehensive messaging service.
- Collaborated on both the backend and frontend aspects of the project, utilizing **Node.js** technologies.
- Implemented the **REST API** using **ExpressJS**, **MongoDB**, and **Redis**. Each chat session required the creation of a new client service, and **Docker** was used for streamlined DevOps.
- Developed a **Whatsapp microservice** (Baileys) following the **microservice architecture**, and successfully integrated the system with **Telegram**, **Instagram**, **Facebook**, and **Whatsapp Business** APIs.
- Conducted experiments with technologies like **Apache Kafka** and **Kong (API Gateway)** to ensure message reliability and minimize loss.
- Leveraged **BullJS** for **cron jobs** and utilized **AWS S3** for seamless file uploads.
- Acquired valuable experience in developing microservices using **Nest JS** and mastering **Typescript**.

- **OMNI MESSAGE BRIDGE API:**

- Created and implemented the Omni Message Bridge API, a subscription management application designed to handle user management for the Omni Message platform.
- Utilized **ExpressJS** and **PostgreSQL** with **Sequelize ORM** for efficient data management and retrieval.
- Integrated **PassportJS** for seamless authentication processes, **Iyzipay** for secure payment processing, **Nodemailer** for effective email communication, and **Swagger** for comprehensive API documentation.

- **OMNI MESSAGE BRIDGE API:**

- Developed and created the Omni Message Doc, a comprehensive documentation service that describes the architecture and API of the Omni Message platform.
- Utilized **Vuepress**, a static site generator, and hosted the documentation on **GitLab Pages**.

- **OMNIMESSAGE.CO:**

- Worked on the front-end development of Omnimessage.co, a comprehensive platform that consolidates various social media messaging services such as Facebook Messenger, Instagram DM, Whatsapp Business, Telegram, and Whatsapp.
- Contributed to creating a unified platform where companies can effectively manage all customer relationships in one place.
- Utilized **VueJS** and **NuxtJS** frameworks to develop the front end of the project, ensuring a seamless user experience and **responsive design**.
- Implemented **Socket.io** for real-time chat functionality, enabling smooth and instant communication between users.
- Collaborated closely with the team to ensure the successful integration of multiple messaging services and provide a cohesive user interface.
- Played a key role in delivering a robust and user-friendly front-end solution for managing customer interactions across different social media platforms.

- **HACKERDETECTOR.COM:**

- Contributed to the front-end development of Hackerdetector.com, an application designed to detect and prevent malicious attacks.
- Worked as part of the frontend team, collaborating on the implementation of key features and user interface design.
- Developed the front end of Hackerdetector.com using **VueJS** for a responsive and interactive user experience. Utilized **Vuex** for efficient state management and integrated **Okta** for secure user authentication and authorization.
- Implemented **Bootstrap** for a visually appealing and mobile-friendly design, while utilizing **ChartJS** for dynamic and visually engaging data visualization.

- **BORDO.IO:**

- Worked as a member of the frontend team on the development of Bordo.io, a corporate website aimed at promoting the company.
- Utilized **NuxtJS**, a powerful Vue.js framework, to create a robust and efficient front for the website.

- Leveraged **Bootstrap** to ensure a responsive and visually appealing design, enhancing the user experience across different devices.

- **YSC KARGO:**

- Developed a web application for a cargo company, YSC Kargo.
- Played a key role in the front-end development of the application.
- Utilized Vue.js, a progressive JavaScript framework, to create a dynamic and interactive user interface.
- Implemented Bootstrap for responsive design, ensuring a visually appealing and user-friendly experience.

FRONT-END DEVELOPER INTERNSHIP, BORDO.IO, JUN 2020 - OCT 2020

- Completed an internship at Bordo Bilişim, focusing on front-end development.
- Gained experience and skills in Bootstrap, Node.js, and Meteor.js.

FULL STACK DEVELOPER, FREELANCE, 2018 - PRESENT

- **BANAUSTA.COM (AS TECHNICAL LEAD AND BACKEND DEVELOPER):**

- Played a significant role in the development of Banausta.com, a platform that lists local professionals and artisans.
- Contributed to both the frontend and backend stages of the project, showcasing expertise in full-stack development.
- In the initial version of the project, assisted in the frontend development using **Nuxt.js**, a powerful **Vue.js** framework.
- In the latest version, actively participated in both the frontend and backend development using technologies such as **Express.js**, **MongoDB**, **Azure**, and **Next.js**.
- Continuously involved in the project's **technical execution and progression**, holding a technical position to oversee and drive its development.
- Currently, still engaged in the project, taking responsibility for its technical aspects and continuing to enhance and maintain the platform.

- **LEXLATA - ONLINE CONTRACT PREPARATION TOOL (AS FRONTEND DEVELOPER):**

- Participated in the front-end development of Lex Lata, an online contract preparation tool that enables companies to create and purchase contracts without the need for legal representation.
- Played a crucial role in the frontend implementation, utilizing **Vue.js**, a progressive JavaScript framework known for its efficiency and versatility.
- Collaborated closely with the team to design and develop user-friendly interfaces, ensuring a seamless experience for users navigating the contract preparation process.
- Worked on integrating various features and functionalities, such as contract templates, customizable fields, and secure payment options.
- Contributed to the overall usability and visual aesthetics of the application, ensuring a professional and intuitive interface for users.
- Supported the continuous improvement and maintenance of the front end, ensuring a reliable and efficient user experience.

- **PRINTBI - PRODUCT DESIGN WEBSITE (AS FRONTEND DEVELOPER):**

- Played a significant role in the front-end development of Printbi, a product design website that operates on a print-on-demand model, allowing users to create and sell custom-designed products such as t-shirts and mugs.
- Developed a design tool using **Fabric.js**, a powerful JavaScript library for interactive and customizable designs.
- Collaborated closely with the team to implement the front end of the website, leveraging **Nuxt.js**, a progressive **Vue.js** framework known for its scalability and performance.
- Worked on creating a seamless user experience, allowing users to easily design and customize their products through the intuitive interface provided by the design tool.
- Ensured the compatibility of the website across different devices, optimizing the user experience for a wide range of users.
- Contributed to the continuous improvement and maintenance of the front end, implementing new features and enhancing the overall performance of the website.

GAME DEVELOPER INTERNSHIP, DIGITORY GAMES 2019

- Interned at a company focused on developing multiplatform mobile board games.
- Utilized C# and Xamarin, a cross-platform development tool, to contribute to the development of games.
- Gained experience in web development, API integration, Docker, DBMS (specifically PostgreSQL), and object-oriented programming (OOP).
- Collaborated with the development team, actively participating in the design, implementation, and testing phases of game development projects.

MENTOR, DJANGOGIRLS 2020 TRABZON

- Acted as a mentor at the Djangogirls event held in Trabzon in 2020.
- Assumed the role of an instructor, teaching participants the Django framework.
- Provided guidance, support, and knowledge sharing to help participants learn and develop their skills in Django web development.

BOARD MEMBER, KTUSEC (KARADENIZ TEKNİK UNIVERSITY CYBER SECURITY CLUB)

- Served as a board member of the KTUSEC for a duration of 2 years.
- Actively participated in numerous club events, both as an attendant and a participant, gaining valuable exposure to various aspects of cyber security.
- Engaged in training sessions, sharing knowledge and insights with fellow club members to enhance their understanding of cyber security.
- Participated in Capture The Flag (CTF) competitions, further honing practical skills and problem-solving abilities in the field.
- While exploring the realm of cyber security, realized a passion for web development and subsequently transitioned into that domain.

INSTRUCTOR, INOVATIM

- During my time at the university, I had the opportunity to work as a robotics coding instructor for high school students through the InovaTIM program.
- Taught students the fundamentals of robotic programming, specifically focusing on Arduino, a popular microcontroller platform
- Designed and delivered engaging lessons and hands-on activities to facilitate the learning process and enhance students' understanding of robotics and coding concepts.
- Provided guidance and support to students, fostering their interest and passion for robotics and encouraging their creativity in developing robotic projects.

MOBILE APP DEVELOPER, FREELANCE

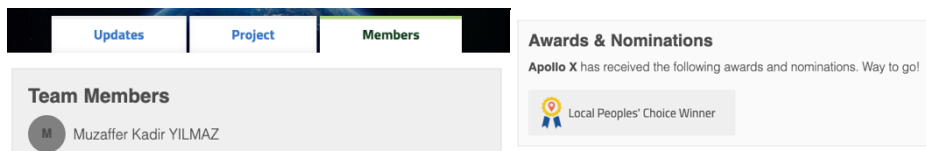
- Developed mobile applications using Java for **Android** app development
- Utilized App Inventor, a no-code tool, to create additional mobile applications with ease and efficiency.
- Published several successful mobile apps, some of which have been **downloaded over 10.000 times**, showcasing the ability to create popular and user-friendly experiences.

MENTOR, NASA SPACE APPS 2019

- After receiving the People's Choice Award in NASA Space Apps 2018, I continued to actively contribute to the event as a mentor in 2019.
- Assumed the role of a mentor, providing guidance, support, and expertise to participants during the hackathon.
- Shared knowledge and insights in various areas related to the event's theme, assisting participants in problem-solving and project development.
- Mentored teams, helping them refine their ideas, develop effective strategies, and overcome technical challenges.
- Engaged with participants, fostering a collaborative and supportive environment to maximize their learning and growth.

NASA SPACE APPS 2018 - PEOPLE'S CHOICE AWARD WINNER

- **Achieved the prestigious People's Choice Award at NASA Space Apps 2018, a global hackathon event organized by NASA.**
- Demonstrated exceptional skills and creativity in developing a solution or project that captured the attention and appreciation of the event attendees.
- Received recognition for the innovative approach, problem-solving abilities, and impact of the project on the local community.
- <https://2018.spaceappschallenge.org/challenges/universe-beauty-and-wonder/shoulders-giants/teams/apollo-x/>



The screenshot shows a project page with a navigation bar at the top containing 'Updates', 'Project', and 'Members'. Below the navigation bar, there are two main sections. The left section is titled 'Team Members' and lists one member: 'Muzaffer Kadir YILMAZ' with a circular profile picture icon. The right section is titled 'Awards & Nominations' and states 'Apollo X has received the following awards and nominations. Way to go!' followed by a badge icon and the text 'Local Peoples' Choice Winner'.

UNIVERSITY THESIS: DETECTION OF COINS USING MACHINE LEARNING AND IMAGE PROCESSING

- Developed a project utilizing Python, Keras, and TensorFlow to detect coins from various countries.
- Applied techniques such as Hough Transform and Local Binary Patterns to enhance the project's effectiveness.
- Explored the potential of the project beyond coin detection, including applications in cancer cell detection.
- Gained practical experience in Python, machine learning, and image processing during the thesis, implementing and applying fundamental concepts.
- Fostered a collaborative and supportive environment to maximize learning and growth.

PROGRAMMING LANGUAGES AND SKILLS (IN ORDER OF EXPERIENCE)

- Javascript (and Node)
- HTML
- CSS
- Agile Scrum
- Typescript
- Git
- Python
- Linux System Administration and Bash Terminal
- C, C++
- C#
- Unity3D (C#)
- Adobe Photoshop
- Java (Entry Level)
- PHP (Basic Level)

FRAMEWORKS AND LIBRARIES

- Express JS
- Vue JS (Vuex)
- Nuxt JS
- Next JS (React)
- Socket.io
- Nest JS
- Bootstrap
- Webpack
- Mongoose
- Kong
- Kafka JS
- Baileys JS (Whatsapp Library)
- Fabric JS
- Sequelize ORM
- Vuepress
- Bull JS
- Ruby on Rails
- Django

DATABASES

- Mongo DB
- Postgresql

OTHER TECHNOLOGIES

- Docker
- Swagger – Postman – Insomnia
- WordPress
- Azure
- AWS
- Google Cloud Platform
- Kafka
- Redis
- Heroku - Digital Ocean
- Arduino

SEMINARS AND COURSES

- OKAF 2022
- STMCTF 2019
- Siber Güvenlik Eğitim Programları 2019
- Proje Pazarı Trabzon
- Teknofest (InovaTim)
- Türkiye İnovasyon Haftası(InovaTim)
- RoboSprint 2019
- Türkiye Siber Güvenlik Kümelenmesi
- Kodla 2019(Crew)
- InnovaTIM Robotic Coding Course
- University4Society 2019
- Akademik Bilişim 2019 (as Contributor of Libre Office)
- Linux Yaz Kampı 2018 (Ruby on Rails)
- Djangogirls Trabzon(Crew)
- Pwnlydays(Crew)
- Nasa Space Apps 2018
- Nasa Space Apps 2019
- Kodla 2018
- Tübitak 46. Lise Öğrencileri Araştırma Projeleri
- Bilgisayar Eğitimliği HEM Elazığ
- On parmak Klavye (F) HEM Elazığ

HOBBIES

- Traveling
- Watching Movies, TV Series
- Chess
- Painting