

Yunus Yurttürk

SOFTWARE DEVELOPER

A professional software developer with 14 years of experience backed with an Electronics engineering background. Non-stop learner, team player.

Has experience with low level software development, OS internals and desktop software development. Worked with and led the software team of first-time developed “smart device”(confidential) projects in the defense industry. Used to work in environments with no-internet connection computers and in environments where even agile methods are not sufficiently agile.

EXPERIENCE

Tübitak SAGE, Ankara — Team Leader (Defense Industry Research and Development Institution, 2018 - Present)

- Architecting, developing and maintaining complex/big system softwares
- Leading the software team of a first-time developed project consisting of multiple types of “smart devices”.
- High performance, multi threaded software development
- Dual target software development
- Store-Aircraft Platform integration

Tübitak SAGE, Ankara — Senior Developer (Defense Industry Research and Development Institution, 2017 - Present)

- Development of real time mission computer softwares
- Soft and hard simulation of hardwares
- High performance desktop application development for testing, controlling and monitoring our systems
- Memory and CPU optimization of the systems
- JIRA administration

Tübitak SAGE, Ankara — Developer (Defense Industry Research and Development Institution, 2013 - 2017)

- Generic card test software development, both embedded and desktop, by using CLI/C++ (.NET), XML and Lua.
- Implemented custom 2nd stage bootloader for electronic cards in C
- Developed many small utility tools (image converter, file analysis, XML

CONTACT

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SKILLS

C, C++, GUI Development, CMake, ARM/CPU Architecture, CMake, OS Internals, Real Time Operating Systems, Debugging, Refactoring

OOP, Software Architecture, Design Patterns, SOLID

C#, .NET, CLI/C++

Arm Assembly, Embedded Software

UML, JIRA, Confluence, SVN, GIT

Flutter, Dart, Firebase Firestore, Firebase Realtime Database

LANGUAGES

Turkish

English

EDUCATION

Bachelor of Electrical and Electronic Engineering - Hacettepe University, Ankara (2008, 2013)

VOLUNTEER

Çekirdek Çeviri - Translated some chapters of the manga “Naruto” to Turkish as hobby

reader, ...)

- Involved in integrating and debugging TCP/IP network and Filesystem stacks.

EXPERIENCE AND PROJECTS (Detailed)

TÜBİTAK SAGE — Research and development of various type of smart devices(2013-2022)

Working as Software Team Leader of an ongoing “smart device” project for around the last 5 (of 9) years.

“The” project is not to be understood as only 1 project, it involves many software projects and interfacing with avionic devices, testing and systems engineering.

I joined the team at the beginning of the project, not at the mid time.. This made me experience almost every stage of development of a big system, like the evolution of system architecture, why and how to write maintainable code, need for documentation, how to be responsive to changing requirements...

I highly use C, C++ on embedded softwares, C++ and C# on desktop applications.

As a small team, we successfully developed and maintained more than 20 different softwares, including main mission computers, physical interfacing cards, image processing cards, motor control cards and many desktop applications.

Motion Controlled Game Controller —Hobby project (2020 - 2021, Personal Project)

I implemented a motion controller (like Nintendo Wii) for PC games during pandemic lockdown. I managed to control some simple arcade games as well as well known PC games like Half Life and Portal.

Learned skills:

- Researched on IMU sensors, used BNO055 sensor as motion controller
- Dealt with euler and quaternion outputs of the sensor to recognize movements.
- Researched on reverse engineering and hacking/injecting games. Mostly dealt with Cheat Engine and hooking concepts
- To analyze and monitor what is going on in realtime, I prepared a complex user interface with Windows Forms.
- I handcrafted time series analysis techniques/algorithms like Dynamic Time Warping, z-Normalization, SaX (Symbolic Aggregate Approximation), Template Matching

Hizli Pisti Game (Mobile Game) —Flutter project (2021 - 2022, *Personal Project*)

Pisti is a common deck game played with 52 cards. The app supports single player and multiplayer. The game runs on android (currently) devices. It will be published on the Google Play Store soon.

- Flutter Framework and Dart language used
- Google Cloud Firebase services like Authentication, Firestore(Database) and Realtime Database are used.