




# Mehmet Emre Yorulmaz

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## EDUCATION

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**Başkent University - Bachelor of Computer Engineering**

## SKILLS

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**Languages:** C/C++, JavaScript/TypeScript, Go, Python, C#, HTML/CSS

**Frameworks/Libraries:** QT, NodeJS, NestJS, React, Redux, RTK, GraphQL, .NET, Bootstrap, MaterialUI, GTest, Jest/Vitest

**Databases:** Sqlite, Postgres, MongoDB

**Cloud Platforms:** Google Cloud Platform (GCP), Amazon Web Services (AWS)

**Tools:** Git/GitHub, Jira, Cmake, Nginx, Docker, Rabbitmq

**Game Engines:** Godot, Unreal Engine 3/UDK/4/5, Unity, Torque 2D/3D

## EXPERIENCE

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**MasterWizr** | *Fullstack software engineer*

January 2023 – April 2024

- Developed a SAAS based, intercompany communication product called Wizr-X
- Designed and developed backend systems to handle calendar event creation and text content creation for Wizr-x, Made optimizations with the use of RTK and its caching mechanism on the frontend. Lowering the amount of rest requests for the average user by 80%
- Developed new and refactored old Frontend React UI components, Creating multiple reusable components, hooks and helper functions saving frontend teams an average of 12 hours per week
- Wrote tests with jest to keep backend systems functional at all times
- Presented multiple product walkthroughs to investors and shareholders

**Munch Content Platform** | *Fullstack software engineer*

June 2022 – November 2022

- Integrated back-end services with social media platforms such as Youtube,Tiktok and Facebook, allowing for direct importing and exporting of content, resulting in an increase in user retention
- Developed services with Node that use web hooks to keep track of users uploading and posting content on various platforms
- Made significant improvements to front-end flows with React and Redux

**InfoDif Information Diffusion** | *Fullstack software engineer*

July 2020 – February 2022

- Rebuilt the client software of a video management application with the Qt framework that allows users to view, list and run object detection analysis on the video feed of multiple security cameras, which resulted in lower employee training costs for the client
- Developed an analysis pipeline using C++ and the Qt Framework to perform object detection on video data from over 3500 cameras in real time

## PROJECTS/VOLUNTEERING/OPEN SOURCE CONTRIBUTIONS/INTERNSHIPS

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**Totem Arts - Firestorm** | *C++, Javascript, Nodejs, Blender, Substance Painter*

October 2022 – Present

- Participated in development and maintenance of core gameplay systems for the Unreal Engine 3 project Firestorm
- Refactored multiple gameplay systems to streamline their use with feedback from playtesters
- Developed anti-ddos software to protect dedicated game server instances with NodeJS, using the windows firewall api to dynamically create and remove rules according to the needs of the server instance
- Developed UI with Adobe flash CS6 and Scaleform, using actionsript to control UI flow
- Designed and developed an unrealscript UI framework from scratch, taking the canvas UI as a base. Creating buttons with multiple states, text lines that can be aligned both vertically and horizontally with dropshadows, with the option to use material instances as backgrounds or just effects

**Kodobur** | *Intern - Game Development on the PS4 with Unity*

2017

**GameLooper** | *Intern - Game Development for mobile platforms with gamelooper the no code game engine*

2016