HILMI CIHAN YILDIRIM

Senior Software Engineer | .NET, Cloud, Microservices | Udemy Instructor | Azure, EFCore, PostgreSQL

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U udemy

SUMMARY

Senior Software Engineer with 5+ years of experience in backend development, specializing in .NET, cloud computing, and microservices. Expertise in Entity Framework, PostgreSQL, Azure, and ASP.NET Core. On the side, I share my knowledge as a Udemy instructor, impacting 30,000+ students globally and maintaining a 4.6/5 rating. Eager to apply my technical expertise and leadership skills in driving innovative solutions.

EXPERIENCE

ARC Europe

Back End Developer

Jan 2024 - Present

- Belgium (Contract)
- Enhanced system performance by optimizing EF Core queries and implementing caching strategies, resulting in 2-3x faster endpoint response times and significant overall system performance improvements.
- Automated previously manual tasks through the implementation of background jobs using Hangfire, streamlining operations and improving task execution efficiency.
- Collaborated with Agile teams to deliver key features in 3-week sprints, contributing to seamless product launches.

Udemy

Instructor - Side Project

Jan 2023 - Present

- Remote
- Reached and impacted 30,000+ students globally, maintaining a 4.6/5 instructor rating.
- Created 40+ hours of educational content on topics such as GitHub Actions, Design Patterns, and EF Core.
- Effectively **simplified complex programming concepts** in C#, Python, and JavaScript, making them accessible to learners of all levels.

SMG (Service Management Group)

Software Engineer

Aug 2022 - Jan 2024

- USA (Remote, Contractor)
- Led the development of 10+ microservices using .NET Core 6+, processing 600M+ transactions daily and improving data processing speed by 40%.
- Cut deployment times by 50% by automating CI/CD pipelines with GitHub Actions and Azure DevOps, streamlining release cycles.
- Mentored and onboarded two mid-level engineers, fostering team growth and boosting overall productivity.

StartupHeroes (Gopuff)

Full Stack Mobile Developer

Aug 2021 - Aug 2022

- Istanbul, Turkey
- **Developed backend services** using Node.js and mobile applications with Flutter, increasing user engagement by **25**%.
- Integrated push notifications and payment services, enhancing user experience and improving transaction success rates by 15%.

EDUCATION

Middle East Technical University Bachelor of Science in Computer Engineering

2016 - 2021

Ankara, Turkey

- Graduated with honors with a CGPA of 8+ out of 10.
- Completed coursework in Data Structures, Artificial Intelligence, Computer Organizations, Dynamic Programming and Algorithms, and Image Processing.

SKILLS



ACHIEVEMENTS

- Achieved 4th place in the national senior project competition.
- Awarded a scholarship from Deloitte.
- Ranked in the top 0.01% of the National University Entrance Exam out of over 2 million students.

PROJECTS

- Developed a Gym Workout Planner mobile app, utilizing Flutter for the front-end and Node.js-Express for the back-end. Available on the Google Play Store and Apple App Store.
- Led a Senior Project to develop a web and mobile app for mask detection from public cameras. Utilized Flutter (front-end), Flask (back-end), and the Deep Symmetry-based Dense Feature Descriptor (DSDF) for Al. The project was supported by ASELSAN, earning recognition and an award in a national competition.

Recognized with a 110% salary increase within 10 months due to high-impact contributions to the project's success.
Keepnet Labs
Back End Developer
Nov 2020 - Aug 2021
London, UK (Remote)
Developed high-performance backend systems using .NET Core 3.1, achieving a 35% improvement in API response times.
Integrated advanced security solutions (IBM X-Force, Fortinet), significantly enhancing system grow and contributing to the acquisition of major banking clients.

HAVELSAN

Software Engineer Intern

i Jul 2020 - Aug 2020

Ankara, Turkey

- Developed bounding box detection algorithms in C++ for Lidar data, significantly enhancing object detection accuracy in real-time applications.
- Collaborated with senior engineers to integrate Lidar-based object detection into defense systems, contributing to the development of cutting-edge technology for military applications.
- Utilized **Point Cloud Library (PCL)** to handle 3D data, ensuring efficient and accurate processing of spatial information.

METU

Undergraduate Researcher

Nov 2019 - Jun 2020

Ankara, Turkey

- Researched and developed AI behavior trees, extending the probabilistic model to improve decision-making in AI systems for complex environments.
- Published a research article on the extended AI behavior tree model, contributing to advancements in adaptive AI algorithms and intelligent systems.
- Collaborated with a multidisciplinary team to implement and test Al models in simulation environments, validating improvements in dynamic decisionmaking processes.
- Utilized machine learning techniques to enhance the adaptability and efficiency of behavior trees in varying scenarios, paving the way for more robust Al solutions.