İsmail Berkay Tarım

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Education

Bachelor of Science - Computer Engineering   October 2014 - February 2019
Middle East Technical University, Ankara, Turkey

High School   October 2009 - June 2013
Tülay Başaran Anadolu Lisesi, Samsun, Turkey

Skills

Programming Languages: C, C++, C#, Java, JavaScript, Python
Familiar Technologies: Angular, Django, Flask, MongoDB, RabbitMQ, SpringBoot, Unity, Unreal Engine 4
Operating Systems: GNU/Linux, Mac OS X, Windows
Languages: Turkish (Native), English (Fluent), German (Elementary)

Experience

Peak — Istanbul, Turkey
Senior Software Engineer   November 2021 - present

- Client development and maintenance of a casual puzzle mobile game with millions of daily active users.
- Development in Unity, iOS and Android native tools.
- Managing legacy code, designing and implementing new features to an enormous codebase.
- Designing back-end - client communication methods.
- Working in a multidisciplinary team that is formed of software engineers, product specialists, and artists.
- Applying scrum and following agile software development methodologies.

ESEN — Ankara, Turkey
Software Engineer   October 2018 – October 2021

- Back-end development on web applications using SpringBoot, and Django.
- Front-end development on web and mobile applications using Angular, Electron and Ionic.
- Development of a network communication application using C++, and Boost.
- Management and usage of a NoSQL database (MongoDB).
- Usage of RabbitMQ for message queuing.
- Following agile software development methodologies.

Projects

Sessiz Sinema BT
Individually Developed, Published Mobile Game

Sessiz Sinema BT is a project to learn further about publishing, maintaining and monetizing mobile applications and games. It is developed in Unity, and published on both App Store and Play Store.

Social Integration using Virtual Reality
Group Project

Social Integration using Virtual Reality is a graduation project. Purpose of the project is to help shy people to join social environments by utilizing virtual reality technology. A simulation that is created by Unreal Engine 4 used along with voice recognition and a chat-bot based on machine learning in order to construct structure of the project.

Certificates

Professional Scrum Master I
Scrum.org - September 2022