

Bedirhan Yenilmez

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SUMMARY

Software Engineer with a passion for independent development and open-source projects. I deeply enjoy building things on my own and am equally driven to apply these self-directed learnings, practical skills, and technical insights to deliver high-impact results in my professional career.

EDUCATION

Dokuz Eylül University

Bachelor of Computer Engineering

- GPA: 3.8/4.0

Izmir, Turkey

Sep 2022 – Jun 2026

EXPERIENCE

Semafor Teknoloji

Software Engineering Intern

- Developed a **FastAPI** & **Gemini LLM** voice assistant for field operations, integrating **YOLOv8** and **EasyOCR** for automated PPE compliance.
- Built a smartwatch health-tracking system using **Kotlin** and **Firebase**, with an interactive **Next.js** visualization dashboard.

Izmir, Turkey

Dec 2025 – Feb 2026

ASELSAN

Software Engineering Intern

- Developed modular, bidirectional **hardware-ROS 2 communication interfaces** in **C++** with a custom data conversion pipeline.
- Utilized **ROS 2 tools** (**ros2cli**, **Foxglove**, **Lichtblick**) for system testing, debugging, and message tracing.

Ankara, Turkey

Aug 2025 – Sep 2025

HAVELSAN

Software Engineering Intern

- Developed a cross-platform desktop application using **.NET 9**, **Avalonia UI**, and **MVVM** architecture.
- Automated the build and packaging pipelines using **Bullseye**, **Docker**, and **NSIS**.

Ankara, Turkey

Jul 2025 – Aug 2025

CERTIFICATIONS

Artificial Intelligence Specialization Training Certificate

Ministry of Industry and Technology

- Completed the **50-session "Artificial Intelligence Specialization Training Program"** covering AI applications, data management, distributed programming, and algorithms.

Sep 2025

Defence Industry 401 Certificate

Presidency of Defence Industries & YÖK

- Completed the **"Defence Industry 401" program**, gaining knowledge in defence technologies, systems engineering, project management, and quality assurance.

Feb 2025

PROJECTS

AI Driver Fatigue Detection in Military Ground Vehicles

- Developed as a **Graduation Project** accepted into SAYZEK-ATP (Defense-Industry AI Academic Thesis Program) and the TÜBİTAK 2209-A support program.
- Built an on-device fatigue-detection pipeline reaching an F1 score of up to **0.99**.

2026

AutoStartStop

- Developed a **Java** plugin with a rule-based architecture to dynamically manage Minecraft proxy sub-servers.
- Implemented comprehensive unit testing using **JUnit** and **Mockito**.

2026

PZ Admin

- Developed a **React/Wails** cross-platform app for Project Zomboid server management via RCON.
- Implemented core admin features and automated multi-platform build pipelines via **GitHub Actions**.

2024 – 2025

TECHNICAL SKILLS

Languages: Go, C#, Java, Python, C/C++, SQL (PostgreSQL), TypeScript/JavaScript

Frameworks: Avalonia, React, Next.js, Wails

Tools & Technologies: Linux, Git, Docker, Proxmox

LANGUAGES

Turkish: Native

English: Upper-intermediate (B2)

TECHNICAL INTERESTS

Homelab Management and Open Source Software Contributions