



# Batuhan Yaman

## Software Engineer

- Düsseldorf, Germany
- [Github.com/Batuu13](https://github.com/Batuu13)
- [Linkedin.com/in/batuhanyaman13](https://www.linkedin.com/in/batuhanyaman13)
- [yaman.batuhan@hotmail.com](mailto:yaman.batuhan@hotmail.com)
- [www.batuhanyaman.com](http://www.batuhanyaman.com)

## Skills & Stack

- |              |                  |
|--------------|------------------|
| Javascript   | Android          |
| Java         | Docker           |
| Python       | AWS              |
| C            | RESTful API      |
| C#           | MySQL            |
| Matlab       | MongoDB          |
| NodeJS       | Machine Learning |
| ReactJS      | Image Processing |
| React Native | Algorithms       |

## Languages

- Turkish - Native
- English - Fluent
- German - Intermediate

For more detailed info please check my LinkedIn and my webiste.

## About Me

I had experience with different topics on development and business. This made me see the different perspectives and appreciate teamwork. I am passionate about solving problems and keep on learning. I like learning new technologies and experiencing challenging situations.

## Experiences

- Schmiede.ONE GmbH & Co - Software Engineer**  
08.2017 - Current Düsseldorf, Germany
  - I have worked mainly as Full-Stack Developer. Shipped 3 Projects ( 2 Mobile, 1 Web) both individually and with a team. Used ReactJS and React Native on Front-End and Node JS with Express on the backend. Used Docker and AWS for servers.
  - Made a research project for detecting potatoes on videos with Tensorflow.
  - Participated in hiring processes.
- Used Technologies :** Javascript, NodeJS, Python, MySQL, MongoDB, Docker, AWS, ReactJS, React Native, Machine Learning, Image Processing, Unity3D, JIRA, GitKraken.

- idealteklif.com - Software Engineer Intern**  
06.2017 - 07.2017 Ankara, Turkey
  - I have worked with Angular 4 to implement our website's frontend from scratch. I also used bootstrap, did some minor bug fixes on the backend side with Java on Spring Framework.

- Taleworlds Entertainment - Software Engineer Intern**  
07.2015 - 09.2015 Ankara, Turkey
  - Worked on the GUI Team for the Mount&Blade: Bannerlord. Implemented ActionScript and C# Connection between scenes. Participated in testing.

## Education

- Heinrich-Heine-Universität Düsseldorf - Informatik BSc**  
04.2016 - 09.2016 Düsseldorf, Germany
- Hacettepe University - Computer Science, BSc**  
09.2013 - 07.2017 Ankara - Turkey

## Projects

- Hoop**  
A Mobile app for University students that enables them to chat anonymously. It connects nearby people using GPS and offers collaborative chat as well as private messaging in real time.
- Automatic Face Swapper**  
This project aims to swap faces on given two images. It automatically detects both faces and scales them. Implemented in Matlab.
- 3 Mobile Games with Unity3D**  
3 Different mobile games written in Javascript and C# with Unity3D. Fully published on Google Play Store.