Eyüp Aydın

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Work experience

IVY Labs	September 2019 — Current

Full Stack Developer

IVY Labs provides a payment system for therapists in US: making easy with dealing money and keeping records of the patients in compliance with HIPAA. I develop both PHP backend and React Native frontend.
Tech stack: PHP, Javascript, React Native, PostgreSQL.

Finartz	December 2018 — September 2019

Software Engineer

Finartz is a modern payment system provider and counselor company. My contribution for Finartz was being a developer/counselor for a large e-commerce company. I integrated their shipping module with some "same-day-delivery" providers.
Tech stack: Java microservices, MongoDB.

OBSS - Yapi Kredi Bank	July 2017 — December 2018

Software Developer - Associate Consultant

I have joined the OBSS (Open Business Software Solutions) and they referred me to the Yapi Kredi Bank as a Software Engineer in the field of internet banking of the company. I worked in the front-end of the internet interface of the bank.
Tech stack: Java Spring, OracleDB.

PHI Tech Bioinformatics R&D Ltd.	November 2015 — June 2017

Part Time Software Developer

We were working on a software that searches the articles about pathogen-host interactions. This way, we were trying to find some interactions that are not in the literature.
We also created datasets about these topics with using public article portals like PubMed. Both heuristics and machine learning methodologies were implemented in Java.

Education

Computer Engineering	September 2013 — June 2017

Gebze Technical University, Kocaeli/Turkey

Graduated as 3rd.

Other Activities & Technologies

- In Gebze Technical University I was tutor for new students -- helping them about computer science (data structures, architecture), programming languages (C, Python, Assembly) and Linux.

- In November 2017 we (Delta Team) participated the ING Hackathon and finished as the 2nd best group. We developed an AR application with Unity that was aimed to help teachers to teach with the help of their smart phone.

- I developed classic Sudoku with Unity.

- I created a chess bot that can be challenged online.