Bedirhan Yenilmez

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EDUCATION

Dokuz Eylül University   Izmir, Turkey
Bachelor of Computer Engineering   *Sep 2022 – Present*
- GPA: 3.78/4.00

EXPERIENCE

ASELSAN   Ankara, Turkey
Software Engineering Intern   *Aug 2025 – Sep 2025*
- Developed bidirectional **hardware–ROS 2 communication interfaces** in **C++** using an interface-based modular architecture.
- Coded the component–node interface and data conversion pipeline (message classes → plain structs → ROS 2 msg types) to decouple transport from application logic.
- Utilized **ROS 2 tools** (**ros2cli**, **Foxglove**, **Lichtblick**) for testing, debugging and message tracing.

HAVELSAN   Ankara, Turkey
Software Engineering Intern   *Jul 2025 – Aug 2025*
- Developed a cross-platform desktop application using **.NET 9** and **Avalonia UI** following the **MVVM** architecture.
- Implemented a modular service architecture using .NET's dependency injection framework.
- Automated build and packaging pipeline using **Bullseye**, **SimpleExec**, **Docker**, and **NSIS**.

CERTIFICATIONS

Ministry of Industry and Technology   Sep 2025
National Technology Academy - Artificial Intelligence Specialization Training Certificate
- Completed the **50-session "Artificial Intelligence Specialization Training Program"** covering AI applications, data management, distributed programming, and algorithms.

Presidency of Defence Industries & YÖK   Feb 2025
Defence Industry 401 Certificate
- Completed the **"Defence Industry 401" program**, gaining knowledge in defence technologies, systems engineering, project management, and quality assurance.

PROJECTS

PZ Admin | *Go, React, Wails*   Dec 2024 – Feb 2025
- Developed a **cross-platform desktop application** that communicates with the Project Zomboid server console (through RCON) via a responsive **React-based GUI**.
- Implemented core server management features such as whitelist control, ban/kick actions, vehicle and item spawning, and XP/permission configuration.
- Packaged and distributed the application using **Wails** with automated multi-platform build pipelines via **GitHub Actions**.

Iconium | *Go, React, Wails*   Mar 2024 – Sep 2024
- Developed a **desktop application** for creating and managing Windows icon packs with real-time preview and bulk export support.
- Built a responsive **React GUI** integrated with a **Go** backend through **Wails**, implementing features such as **icon extraction, resizing, and conversion**.
- Automated build, packaging, and release workflows using **Wails** and **GitHub Actions**.

TECHNICAL SKILLS

Languages: Go, C#, Java, Python, C/C++, SQL (PostgreSQL), TypeScript/JavaScript
Frameworks: Avalonia, React, Wails
Tools & Technologies: Linux, Git, Docker

LANGUAGES

Turkish: Native
English: Upper-intermediate (B2)