Yagmur Gulec

Software Developer Sherbrooke, Québec

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Summary

With a background in numerical modeling from academic research, I transitioned to software development, earning a Master's degree in computer science. I have gained hands-on experience across diverse projects and technologies. A quick learner with strong adaptability, I continuously expand my knowledge through personal projects. Passionate about solving complex problems, optimizing performance and building scalable applications, with a strong interest in continuous deployment and automation.

Technical Skills

Programming: Python, SQL, JavaScript, HTML, CSS

Frameworks: FastAPI, React, Next.js

Cloud & DevOps: AWS (S3, Lambda, EC2), Docker, Linux, Bash

Database: MySQL, PostgreSQL **Developer Tools:** Git, VS Code

Education

• Master of Science in Computer Science Bishop's University, Québec

January 2022 - May 2024

 Bachelor's in Mechanical Engineering Celal Bayar University, Turkey September 2007 - June 2011

Personal Projects

- End-to-End Geospatial Climate Data Visualization with Spring Boot, PostgreSQL, and Deck.gl PostGIS
 PostgreSQL (Database), Spring Boot (Java Backend for GeoJSON format), Typescript, React,
 Deck.gl (Frontend) Github Repository | Youtube Video | Colab Project Folder
 - Data fetching: Bash script with GNU parallel with multiple tokens in a round robin fashion
 - Data preprocessing: Python (Asyncio, Pandas)

Experience

Software Developer Intern

February 2024 - March 2025

Riipen Level UP and Beyond the Cloud

(For feedback and all projects: levelup.rijpen.com/users/EzvbrEYz)

- Automation of provisioning a Jenkins server running on an EC2 instance with Terraform Ngnix, Bash
 Script, Terraform, Infrastructure as Code (IaC) Google Docs
- Developed a full-stack interactive dashboard for data-driven insights for a prediction market dataset, leveraging Python, Pandas, Plotly Dash, AWS Lambda and API Gateway
- Optimized MySQL database schema for a voluntary board management system, improving query efficiency.
- Ph.D. Researcher in Mechanical Engineering

Jan. 2019 - Sept. 2021

University of Sherbrooke, Québec

Developed a numerical sub-model in OpenFOAM by implementing a dynamic contact angle model, enabling realistic simulation of physical interactions between heated surfaces and a growing vapor bubble in a liquid pool. (Object-Oriented C++).

 Deployed large-scale simulations on High-Performance Computing (HPC) clusters, using Bash scripting to automate job scheduling and data processing. (Bash scripting and Linux)

Languages

English: Fluent | French: Intermediate | Turkish: Native