

AYBUKE YAMAN

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EDUCATION

TED University, Ankara

2027

BSc in Software Engineering

TECHNICAL SKILLS

Programming languages: JavaScript, TypeScript, Python, C#, Java, Dart, SQL

Web and mobile: Node.js, Express, FastAPI, .NET, Spring Boot, React, React Native, Expo, Flutter

Data and cloud: PostgreSQL, MSSQL, Prisma, Entity Framework, Hibernate, Redis, Kafka, Firebase, Azure

Tools and processes: Docker, Nginx, Git, GitLab, Bitbucket, Jira, ffmpeg, Celery, Scrum, Extreme Programming (XP)

Languages: English - advanced

WORK EXPERIENCE

Ono Yazılım, Ankara

March 2026 - August 2026

Full-Stack Developer

ELOTO/EKED - Industrial Safety SaaS

- Designed multi-tenant, role-based access control (RBAC) with Node.js, Express, Prisma and PostgreSQL; validated 8 operations across 18 modules with more than 20 live integration tests.
- Analysed the existing ASP.NET platform and converted it into a 32-table PostgreSQL schema; rebuilt the service layer.

Astrovira - Mobile Application

- Designed an asynchronous music generation pipeline using AudioCraft/MusicGen and Celery, linked to LLM-based dream analysis.
- Developed an astrology calculation engine with Python and pyswisseph, and React Native/Expo mobile screens integrated with FastAPI.

EduKare BT

June 2025 - October 2025

Full-Stack Developer | K12 School Management System

- Developed a school management system with .NET, MSSQL and Entity Framework; created an .EXE tool to manage database and metadata transfers.
- Worked within a development team using Extreme Programming (XP), Jira and Bitbucket.

SELECTED PROJECTS

Ringlight - Android Application

October 2026

Mobile App Developer | Independent Project

- Developed an adjustable screen-light application with React Native and TypeScript; created a light area adapted to existing camera controls through the Android accessibility layer.
- Added Firebase Crashlytics and Analytics; prepared signed APK/AAB packages for a release passing 98 automated tests and validated it on a physical Android device.

Lofi Pipeline and YT-Streamer

August 2026 - Present

Node.js Automation Developer

- Built a CLI/web-controlled automation pipeline with Node.js and ffmpeg/ffprobe, combining video trimming, audio and ambience mixing, looping and tracklist generation.
- Deployed a 24/7 YouTube streaming system on a VPS using ffmpeg/RTMP; implemented systemd and Git-based deployment, restart and multi-instance support.

RadioTEDU-Stream, TED University Software Developer / Project Manager	November 2025 - February 2026
• Refactored a React-based live-streaming platform from a monolithic codebase of over 15,000 lines into a modular architecture; developed Pomodoro and broadcast integrations. • Coordinated a three-person team while serving as Scrum Master and Backend Developer. • Worked on CI/CD, broadcast optimisation and the sustainability of the streaming system.	
AI-Web-Researcher Software Developer	December 2025
• Developed a web research system with Java 21, Spring Boot, Selenium and Jsoup; used the Gemini API for summarisation and TestNG for parallel and cross-browser testing.	
InterBank Payment Web Service Software Developer	December 2025
• Developed an event-driven payment system with Java, Spring, Kafka and Hibernate, using a SOAP API, asynchronous messaging and Docker.	
FashAI Flutter Developer	February 2026 - Present
• Developed wardrobe organisation, outfit creation, profile and style preference screens with Flutter and Dart, using a Firebase-based application infrastructure.	
RadioTEDU Jukebox Web and Music Systems Developer	
• Worked on catalog, search, queue, voting and leaderboard flows in a campus music system built with React, Node.js and PostgreSQL.	
GüvenliYuvam - Google Solution Challenge Project Analyst Four-Person Team	January 2023 - February 2023
• Contributed project analysis to a mobile app using Flutter, Python, Firebase and Google Maps API, focused on safe areas, emergency information and building safety checks.	
LezzetDurağı Web Developer	April 2025 - May 2025
• Developed a web application with PHP, JavaScript and AJAX, including recipe listing, creation/editing and sign-in/registration flows.	
FlowMusic Extension - Faded Hours Studio Chrome Extension Developer Independent Project	2026
• Developed an extension with TypeScript and Chrome Manifest V3 to plan music prompts from an album idea; implemented multiple sessions, queuing, pause/resume and recovery flows.	
LEADERSHIP AND VOLUNTEERING	
LÖSEV (Foundation for Children with Leukemia) Active Volunteer	2026 - Present
• Supported activities for children through face-painting events and charity runs. • Worked directly with children at foundation events, helping create a supportive and enjoyable environment.	
Flutter Ankara Board Member	2025
• Led the organisation of the Flutterup Hackathon for more than 100 participants as a Flutter community board member. • Managed the design of all event, training and community materials. • Helped create opportunities for knowledge sharing and networking within the Flutter ecosystem.	

TED University Women's Futsal Team Futsal Player • Played as an officially licensed member of TED University's women's futsal team. • Developed teamwork, discipline and a focus on goals through sporting activities.	2025
IBMZ TEDU Founding Board Member • Actively participated in the club's formal establishment as a founding board member. • Contributed to the club's vision and strategic goals around emerging technologies such as quantum computing.	2025
Google Student Developer Club (GDSC) Sponsorship Director • Managed corporate sponsorships to fund software events, supported event organisation and developed strategies to increase participation.	2024
CyberTEDU - TED University Cybersecurity Club Sponsorship Director • Managed company partnerships, sponsorships and budget planning for cybersecurity events; coordinated the team to deliver events successfully and on time.	2023
TED University Model United Nations (TEDUMUN) Sponsorship Director • Managed a budget of TRY 300,000 and worked with more than 15 corporate sponsors. • Oversaw financial planning, stakeholder communications and event budgeting.	2023
Google Game and Application Academy Principal Scholar • Received a scholarship for the programme supported by Google Türkiye and the Turkish Entrepreneurship Foundation. • Built technical skills through training in Unity game development. • Participated in an ideathon, gaining experience in interface design and project development. • Gained substantial experience in project management and team coordination.	September 2023 - March 2024
CERTIFICATIONS AND TRAINING	
Software Processes and Agile Practices — University of Alberta / Coursera	2025
Agile Planning for Software Products — University of Alberta / Coursera	2025
Android and iOS App Development with Flutter from Scratch — Coursera	2025
Object-Oriented Programming with Java — Universidad de Palermo / Coursera	2024