Berkay Aydemir

Software Developer

+905382297801	berkayaydmr@hotmail.com	Istanbul,Turkey

Computer Engineering graduates with a strong foundation in backend development, public cloud platforms, and distributed systems. Completed coursework spanning game development, computer vision, machine learning, data structures, and algorithms, providing a broad and solid engineering background. Gained hands-on experience through academic and personal projects using Java, .NET, and Golang, with practical exposure to Azure and AWS. Familiar with microservices architecture and modern web technologies. Detail-oriented, eager to learn, and motivated to grow within collaborative, high-impact engineering teams.

Github: *github.com/berkayaydmr*   **LinkedIn:** *linkedin.com/in/berkayaydemir*

Education

Computer Engineering(English), Işık University   **10/2020 – 01/2026**

At Işık University, a MÜDEK-accredited institution, I have taken key computer engineering courses including Data Structures, Algorithms, and Operating Systems by using Java as a programming language. This rigorous curriculum has prepared me to address complex technological challenges effectively.

Key Skills

- **Programming & Backend Development:** Golang,Java, .NET (C#), RESTful & gRPC services, SQL, Microservices architecture, Software Quality, Unit tests (JUnit, Mockito), Integration tests
- **Frontend & Web Technologies:** Angular, Vuejs, TypeScript, HTML & CSS
- **Software Quality & Best Practices:** Clean Code Principles, Unit & Integration Testing (JUnit, Mockito), Code Review & Refactoring
- **Cloud & DevOps Tools:** Microsoft Azure, AWS (public cloud experience), Docker, Docker Compose, CI/CD (Azure DevOps, GitHub Actions), Cloud-native deployments, scalable architecture design
- **Collaboration & Problem-Solving:** Cross-team communication, Agile/Scrum workflows, Analytical thinking and debugging in distributed systems

Experience

Software Developer Intern – ID3   **07/2025 – 10/2025**

- Developed Java backend features for enterprise applications.
- Refactored legacy modules and improved code readability, maintainability, and scalability.
- Added unit tests using JUnit/Mockito.
- Worked closely with senior engineers applying SOLID and clean architecture.

Backend Developer Intern – Teknasyon   *07/2024 – 09/2024*

- Developed and deployed a test API in Golang to strengthen backend development expertise.
- Built a command-line tool to detect Gilt repo changes and integrated AI to summarize modifications.
- Enhanced Golang backend projects by improving unit tests, documentation, and feature extensions.

Microsoft Cloud Solutions Unit Intern – Microsoft   *06/2023 – 08/2023*

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- Built a mobile app with Flutter frontend and **.NET backend**.
- Automated deployments using **Azure DevOps** pipelines.
- Designed cloud-ready backend architecture.

Software Developer Intern – Gowit Technology   *02/2022 – 10/2022*

- Built APIs and microservices with Golang, PostgreSQL, Kafka, REST, gRPC, GORM.
- Improved service reliability and scalability in distributed systems.
- Gained hands-on experience in real-time event-driven architectures

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Projects

Anadolu Ligi, Sports League Management Platform (Full-Stack, Production)

- Designed and developed a sports league management platform where users create teams, schedule matches, and track results.
- Built the backend with Golang APIs and the web/admin panels with Angular and TypeScript.
- Achieved 1500+ monthly active users and thousands of unique users, demonstrating strong adoption and engagement.
- Website: anadoluligi.com

Movai, AI-powered Movie Recommendation Platform (Full-Stack, Production-Style)

- Designed and developed an AI-powered movie discovery and recommendation platform focused on personalized content exploration.
- Built the backend using **ASP.NET Core (.NET)** with a layered architecture and **PostgreSQL**, integrating **pgvector** for embedding-based similarity search.
- Implemented a **content-based recommendation engine** using user and item embeddings derived from interaction data.
- Integrated **TMDB API** with local caching and background synchronization to reduce external API usage.
- Developed background workers and a custom job enqueuer strategy to handle content fetching and vector updates without blocking the main application.
- Built the frontend as a **Vue.js Single Page Application**, supporting user interactions such as likes, ratings, and watchlists.

Pine Randevu, Appointment Platform (Backend & DevOps)

- Golang, Redis, RabbitMQ, Docker — pinerandevu.com
- Developed backend features on demand and maintained infrastructure
- Planned scheduling & notification logic with the team
- Designed async job queues to keep API requests non-blocking
- Containerized services and handled deployment & environment setup

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References

Erman İmer
Senior Software Engineer, EPAM Systems
Tel: +905071072040
Email: ermanimer@gmail.com

Barbaros Günay
Cloud Solution Architects, Microsoft
Tel: +905336661803
Email: barbg@microsoft.com