

Bezmican Zehir

SOFTWARE ENGINEER

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SKILLS

Backend Development | Python • TypeScript • Go • C# • C++ • Java • NodeJS • NestJS • .NET • Flask • FastAPI • ExpressJS
TypeORM • Prisma • SQLAlchemy • Protobuf • gRPC • Rest • TCP • Keycloak • Jwt • Pytest • Jest • Make • Linux • CI/CD
Frontend Development | Unity Engine • JavaScript • ReactJS • HTML • CSS • raylib
Database | PostgreSQL • MongoDB • Redis
Cloud | Azure • Kubernetes • Docker • Git
Miscellaneous | System Design • Design Patterns • SOLID Principles

WORK EXPERIENCE

Software Engineer

AiFi, Inc. | CA, USA | 03/2021 - Present

Activation Stages

- Led the architecture and development of the Activations API, optimizing activation workflows for retail stores and markedly improving deployment efficiency for Deployment Engineers
- Developed and released Hardware Tracker, facilitating automated hardware detection for retailer stores, thereby enhancing operational efficiency

Internal Tooling

- Collaborated on the development and troubleshooting of over 15 APIs and microservices utilizing a variety of backend technologies. This effort culminated in increased efficiency for other teams and colleagues

Simulation

- Designed and implemented a 3D Store Simulation application to streamline the deployment process for Store Deployment Engineers. This initiative significantly enhanced deployment efficiency, leading to reduced deployment times and cost savings for clients. Consequently, accelerated store deployments enabled clients to generate revenue earlier than anticipated, resulting in tangible business benefits
- Engineered a 3D High-Quality Synthetic Data generator application tailored for training AI models. This innovative solution is leveraged by the AI Team, resulting in heightened efficiency and accuracy of Shopper Detection and Product Detection AI models

Game Developer Intern

Siis Games | Izmir, Turkey | 10/2020 - 01/2021

Health Education VR Game

- Developed, designed, and implemented five fundamental Virtual Reality mechanics which enhanced user experience and elevate gameplay immersion
- Conducted comprehensive testing sessions to uphold the standard of quality and functionality of the game, resulting in a bug-free experience and notably improved UX

EDUCATION

Isparta University of Applied Sciences

Bachelor's of Mechatronics Engineering 2017 - 2021

Thesis: [Design and Development of Virtual Reality System for Manufacturing Engineering Education](#)

SOCIALS

 <https://www.linkedin.com/in/bezmicanzehir>

 <https://github.com/kirisakiken>

 <https://gitlab.com/bezmican.zehir>