

Muhammed Yasinhan Yaşar

Ankara, Türkiye

+90 552 210 7439

myyasar2001@gmail.com

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Muhammed Yasinhan Yaşar

Education

Ankara Yıldırım Beyazıt University

M.Sc. Computer Engineering (Thesis)

GPA: 3.82

Ankara, Türkiye

2025 - Present

Ankara Bilim University

B.Sc. Computer Engineering

GPA: 2.9

Ankara, Türkiye

2020 - 2025

Professional Experience

Freelance Developer

- Delivered fullstack desktop, mobile applications, automation tools
- Used technologies: Python, C, C++, Go, JS, Dart-Flutter

2020 - 2025

Intern - Cerebrum Tech

- Worked on AI agent integration pipelines
- Implemented retrieval pipelines and benchmarking tools for RAG systems
- Technologies: Python, JS

01/2025 - 05/2025

Intern - TRT (Turkish Radio and Television Corporation)

- Developed internal dashboards and full-stack tools
- Technologies: Python Flask, Dart-Flutter, SQL, Power BI

07/2024 - 08/2024

Backend Developer - Kolay Şarj

- Implemented backend features for navigation system of company's mobile app
- Technologies: AWS, Python, Lambda, Flask

06/2023 - 08/2023

Technical Skills

Computer Graphics & Systems Programming

- C, C++ memory management, multithreading
- Compiler and VM design, bytecode interpreters
- OpenGL rendering pipelines, graphics programming
- Linux internals

AI/ML & GPU Programming

- Python, Julia
- Tensorflow, Pytorch
- GLSL (Intermediate), CUDA (beginner)
- CNNs, NNs, AE, VAE, NCA

Additional Technologies

- Python, Go, Dart, JS, Java, Julia, Lua, JS, OCaml
- PostgreSQL, MySQL, MongoDB
- AWS (Lambda, S3)
- Flask, Node.js, Flutter

Key Projects

Tile Programming Language & Virtual Machine

- Designed and implemented complete programming language with lexer, parser and AST
- Implemented an assembler, and bytecode VM.

C, Java-ANTLR4

3D Game Engine

- Built custom rendering pipeline with shaders, texture/model loaders, and camera system

C++, OpenGL

3D Model Generation System

- Developed a GPU based programming language called SDFL from scratch
- Developed hybrid neuro-symbolic system for 3D shape generation
- Worked with SDF fields and symbolic grammar evolution

C++, Go, Python, PostgreSQL

Languages

- Turkish: Native
- English: Professional proficiency

Interests

- AI/ML Research
- Graphics Programming & Game Engine Internals
- Compilers & Language Design