

NEZIR AYDIN

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PROFESSIONAL SUMMARY

Software Engineer with 5+ years designing high-performance systems and full-stack applications across 5G core networking, computer vision, and SaaS platforms. Shipped software processing 200 Gbps of network throughput, improved routing efficiency by 40%, and reduced hardware setup time by 30%. Equally at home in low-level C/C++ kernel code and modern JavaScript stacks — with a consistent record of owning features end-to-end and delivering measurable results in distributed, Agile teams.

TECHNICAL SKILLS

Expert: C/C++, Linux/Unix, Socket Programming, Multithreading, DPDK, Performance Optimization

Proficient: Python, Node.js, PostgreSQL, Redis, ZeroMQ, Qt Framework, React, MongoDB, Supabase

Tools: Git, GDB, CMake, Clang Tools, Jira, UML

Practices: Distributed Systems, REST APIs, Agile/Scrum, Code Review, System Integration

EXPERIENCE

Software Design Engineer — High-Performance C/C++ & 5G Networking

Karel Electronics 2022 – 2024

- Engineered C/C++ and Python networking software for 5G core components (UPF, AMF, SMSF) using DPDK, achieving 200 Gbps throughput and sub-millisecond packet processing latency in production.
- Led a cross-functional team to architect and ship a static routing system that improved network efficiency by 40%, enabling real-time data processing for mission-critical telecom workloads.
- Reduced root-cause analysis cycles by systematically debugging low-level Linux networking code — profiling kernel traces, logs, and performance metrics to eliminate recurring production bottlenecks.
- Accelerated operator workflows by integrating ZeroMQ, Redis, and PostgreSQL data pipelines with React/Angular dashboards, consolidating tooling across multiple 5G service modules.

Software Developer — Full-Stack & Integrations

Ironbridgegt 2025 – 2026

- Architected and shipped production-grade mobile and backend applications using Node.js and Supabase, including JWT-based authentication and real-time data synchronization serving live users.
- Built serverless edge functions that bridged ERP systems with customer-facing frontends, eliminating data inconsistencies and cutting cross-system integration latency for critical business workflows.
- Delivered incremental features across mobile, backend, and e-commerce platforms in a remote Agile team with zero critical regressions across all production releases.

Software Engineer — Computer Vision / Qt

Medpointr 2020 – 2021

- Built stereo camera calibration software in C++, Qt, and OpenCV — reducing hardware setup time by 30% through redesigned UI flows and precise, configurable parameter control (exposure, gain, threshold).
- Eliminated operator configuration errors by replacing manual workflows with validated Qt interfaces, directly improving throughput and repeatability in precision imaging production.

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Freelance Software Engineer

Remote Aug 2024 – Present

- Delivered full-stack web and mobile solutions for 5+ international startup clients, architecting Python and Node.js backends with real-time sync, third-party API integrations, and end-to-end feature ownership.

Backend Engineer (Bootcamp)

Re:Coded 2021 – 2022

- Built the Localeats Node.js/MongoDB REST API from scratch; partnered with frontend engineers to translate Figma designs into production React components, cutting design-to-code handoff friction significantly.

EDUCATION

Master of Science — Software Engineering GPA 3.40 / 4.00

Middle East Technical University, Ankara

Relevant Coursework: Data Structures & Algorithms, Distributed Systems, Software Design Patterns, Object-Oriented Development

Bachelor of Science — Mechatronics Engineering GPA 3.57 / 4.00

University of Turkish Aeronautical Association, Ankara