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Mert Sefa AKGUN

Software Developer





---- Summary

Hey! I'm Mert, a passionate Software Developer and Open-Source enthusiast with a deep-seated drive to learn, explore, and tackle new challenges. With a strong background in production-quality systems software development, I have cultivated a particular interest in embedded systems, real-time systems, systems programming, robotics—and these days, Artificial Intelligence, of course. I am continuously inspired by the fields such as: Aviation and space industries. Those are areas where I am eager to contribute and make a lasting impact. As a results-driven, highly motivated individual, I committed to ensuring that projects are not only successfully completed but also fully functional. I believe that attention to detail is key. Ultimately, attention is all you need, right? I have a strong work ethic, sometimes leaning toward over-engineering solutions because I understand that meticulousness is crucial. Moreover, being adaptable and highly collaborative, I thrive in team environments, consistently pushing the boundaries of what technology can achieve. I am confident that my skills and passion will bring significant value, and I look forward to the opportunity to collaborate and drive innovation together, taking any endeavor to new heights.

---- Experiences

ML/OPS Engineer

VYVO

October 2024 - Present

Florida, U.S. | Remote

Building next-generation real-time multi-modal pipelines that serves users as personal AI agents.

- » Developing AI agents by deploying various AI models and bringing them together with efficient, low-overheaded, real-time pipelines.
- » Building <u>Retrieval-Augmented Generation</u> systems with multi-modal and vector databases such as: <u>SurrealDB</u> and <u>Qdrant</u>.
- » Utilization of powerful GPU infrastructures such as NVIDIA H100/A100 to accelerate computations (makin GPUs go brr).
- » Utilizing containerization and orchestraction tools for deploying, auto-scalling and load-balancing.
- » Developed an peer-to-peer communication service with WebRTC.
- » Utilized reverse proxies for enhanced security and robustness.

Stack Set: Python, Pytorch, Numpy, Linux, Docker, SurrealDB, ChromaDB, LanceDB, Qdrant, Livekit, Pipecat, Rust and WebRTC.rs.

Systems Software Developer

Baykar

March, 2024 - June, 2024

Istanbul. Turkive I On-site

Developed a custom Real-time Networking Stack for Military-level Aerial Vehicles.

- » Utilized the <u>IEEE 802.1 TSN</u> (Time-Sensitive Networking) specification as a guide to develop real-time networking stack.
- » Implemented Frame Replication and Elimination for Reliability (IEEE 802.1CB) on OSI Layer 2 with minimal overhead by leveraging cutting-edge technologies such as eBPF (extended Berkeley Packet Filter) and XDP (eXpress Data Path).
- » Worked with IEEE standards, including the <u>Precision Time Protocol</u> (IEEE 802.1AS), <u>Time-Aware Shaper</u> (IEEE 802.1Qbv), and <u>Frame Pre-emption</u> (IEEE 802.1Qbu).
- » Built with Rust for fearless concurrency and memory safety at kernel space. Aya and libbpf-rs used for libbpf bindings and tooling.
- » Utilized Linux build tools (Yocto/BuildRoot) to built custom kernel with features enabled such as real-time networking capabilities.

Stack Set: Linux, eBPF, XDP, FreeRTOS, Bare-metal, Real-time Networking Stack, OSI 2-3, Rust, C/C++, BuildRoot, Yocto.

Embedded Systems Software Developer

March, 2022 - March, 2024

Istanbul, Turkiye | Hybrid

Worked on Mavisoft's Access Control System product lines and other enterprise security and safety products.

- » Developed versatile, reliable, and precise embedded software on bare-metal and RTOS targets for new product lines.
- » Created a C/C++ library for the SIA's Open Supervised Device Protocol (OSDP).
- » **Developed** a <u>symmetric encryption</u> and **authentication library** in **C** for devices that do not support **off-the-shelf TLS libraries**, with the **implementation verified** by a **third-party security audit company**.
- » Implemented various feature requests from customers in the Mavisoft Access Control System.
- » Maintained code, resolved bugs like undefined behavior (UB), and addressed critical issues reported by sites or customers.
- » Developed numerous peripheral devices for different use cases, including MiFare, HID, Proximity, and NFC card readers.

Developed a Real-Time Indoor Localization System (RTLS) as an alternative to GPS for in-door use cases.

- » Worked on Ultra-Wideband (UWB) signals since UWB is less effected by inference and noise.
- » Implemented <u>Time Difference of Arrival</u> (TDoA) and <u>Two-Way Ranging</u> (TWR) positioning algorithms.
- » Worked with the <u>BLE</u> (**Bluetooth Low Energy**) stack.
- » Developed a client-side application for visualization and configuration.
- » Implemented filtering and estimator algorithms, such as the Extended Kalman Filter (EKF).

Stack Set: UART/USART, I2C/I2S, SPI, ModBus, RS232/RS485, TCP/IP Stack. MCUs (ST, Nuvoton, Renesas, Espressif, Nordic, Atmel), Serial to Ethernet, Zephyr, Nuttx, FreeRTOS, Rust, Tauri, TypeScript, SkeletonUI, TailwindCSS.

Fora

System Administrator

January, 2017 - Present

Self-employed

Remote

Hosted numerous, low to medium-scale client's websites and projects on dedicated servers.

- » Worked with cloud providers such as GCP, AWS, Azure and those days Hetzner.
- » **Managed** and **optimized server resources** to meet specific client requirements.
- » Created secure client access by setting up network tunnels, <u>SSH jump servers</u>, and <u>NGINX reverse proxy</u> through both web and shared server instances.
- » Configured dual-node Proxmox cluster with RAID 10 and in-memory replication for enhanced reliability.
- » Fine-tuned Qemu/KVM for improved efficiency and fair resource dist.
- » Configured Ceph for distributed block storage to ensure data redundancy and high availability.
- » Utilized Opnsense for advanced firewall management, NAT/TC policing, IP tables configuration, and VLAN routing.
- » Set up **VPNs** using <u>WireGuard</u> and <u>OpenVPN-DCO</u> to **optimize efficiency**.
- » Tuned web servers NGINX and Apache, and databases including PostgreSQL, MySQL, and MongoDB.
- » Configured multi-protocol (IMAP/SMTP/POP3) mail server with TLS for enhanced security.

Stack Set: Linux, NGINX, Apache, MySQL, PostgreSQL, MongoDB, GCP, AWS, Azure, Hetzner, OpenVPN, WireGuard, OpnSense, S3, Ceph, Qemu/KVM, Docker, Proxmox, PHP, NodeJS.

---- Academic History

Bachelor's Degree

Cumhuriyet University

Taken courses: **Operating Systems, Computer Networks**, Embedded Systems, **Microcontrollers**, Algorithm Analysis, **Data Structures**, Object Oriented Analysis, Numerical Analysis, Physics, Differential Equations, Electronic Circuits and Design, **Computer Architecture**, Numerical Analysis, **Automata Theory, Signals & Systems**, Database Systems, Cyber Security, **Machine Learning**, Probability and Statistics, Cloud Technologies.

----- Activities and Accomplishments

- » Google Summer of Code 2020 Python Fury
- » Teknofest 2021 Unmanned Under-water Vehicle Competition Finalist (7th) Wanna Look?
- » Teknofest 2021 International Unmanned Air Vehicle Competition Finalist Wanna Look?
- » Teknofest 2022, 2023 International Fighter Unmanned Air Vehicle Competition Wanna Look?

---- Hobbies and Interests

It isn't about my profesional life but,

I am passionate about conducting research in evolutionary algorithms, genetic programming, and autonomy through AI algorithms. I am also deeply interested in operating systems, distributed networks, RF systems, and cryptography. In essence, I enjoy working with any software-programmable/hackable systems.

I can call myself as a maker,

Being a maker, gives me the freedom to create whatever I want, and I enjoy that feeling. I enjoy building things whenever I find some free slots in my schedule. I'm quite proficient in 3D modeling now, thanks to Fusion 360. I use Cura and OrcaSlicer for the slicing process. I have an Artillery Sidewinder X1, which I use to print my designed models. It's a bit outdated, but it works well. I'm also somewhat interested in electronics. I spend a lot of time designing electronic circuit boards (PCBs) with KiCad.

I am an audiophile,

I believe **music is universal and has healing effects on our souls**. I enjoy listening to Hi-Fi/lossless music on my high-end audio equipments. I **mostly listen to EDM**, but I have a **large repertoire** and I **can get the taste of any genre of music**, easily. No joke! I'm also **interested in music production**. I have a MIDI keyboard and use <u>FL Studio</u> and <u>Ableton Live</u> as <u>DAW software</u>. I enjoy to **generating rumble kicks** and **synthesizing trance synths**.

I love nature and extreme sports,

I think, being an engineer can lead to mental fatigue due to its higher cognitive load compared to other jobs. For me, spending time in nature provides a mental reset. I enjoy cycling, hiking, and camping whenever I have the chance. I also participate in extreme sports like climbing and snowboarding. I believe that engaging in these activities enriches my life, but unfortunately, living in a metropolitan area limits my opportunities to do so.

- Skills	
··· Languages	English (IELTS 6.5), Turkish (Native), German (Fundementals)
	Languages that I'm using primary/daily and most proficient with: C&C++, Python, Rust . Languages that I have little proficiency: JS/TS, Dart , <i>Java, VB.NET, C#</i>
Data Management	PostgreSQL, MySQL, Redis, Firebase, Supabase, MongoDB, SurrealDB, LanceDB, Chroma, Qdrant
Embedded development	Espressif (ESP32, ESP8266), Atmel (ATmega328P, SAM3X8E, SAMD21), STM (STM32F1, STM32F4, STM32H7) Nuvoton (NUC029), Nordic (nRF52832) ,Renesas (RA4M1), Texas Instruments, Raspberry PI 3-4-5, Nvidia Jetson (Nano, Xavier).
Technologies	AWS [EC2, S3, Lambda], GCP [Cloud Engine, App Engine, Cloud Storage], PyTorch, Tensorflow, OpenCV Django, FastAPI, Actix, Rocket, Axum.
~ Tools	Linux [Arch, Debian, Ubuntu], Neovim, Emacs, Bash, Selenium, Visual Studio, VS Code, IAR, GCC, LLVM, Clang, CMake, GNU Make
··· Production	Adobe [Photoshop, Premiere, Lightroom, InDesign, Audition], FL Studio, Ableton Live, Vegas Pro
3D and Electronic Design	Autodesk Fusion 360. FreeCad. KevShot. Blender. OrcaSlicer. Ultimaker Cura. KiCad