Barış YILDIZ

Senior Software Engineer

yzbaris | barisyz | me@barisyz.com | barisyz.com

EXPERIENCE

GUSTO | SENIOR SOFTWARE ENGINEER

April 2025 - Present | Remote

- Contributed to Gusto's Employer of Record (EOR) product, supporting 2,000+ international employees through an external partner, as well as prefunding, reconciliation, and operational workflows.
- Helped modernize Gusto's contractor payment experience by unifying previously separate domestic and international payment flows, owning the currency conversion part.
- Helped standardize worker identity across employee and contractor experiences as part of Gusto's memberization efforts, including a zero-downtime migration of over 2M records.
- Worked with RSpec, Sidekiq, and Redis, and did code reviews regularly in a team of five.
- Used AI-assisted engineering workflows extensively, primarily with Claude Code, across development, investigation, testing, and code review.

SCORP | BACKEND DEVELOPER

July 2022 - April 2025 | Remote

- Served as the sole backend developer (Django) for a consumer platform providing virtual phone numbers and eSIM services to 5,000+ users.
- Integrated four external providers (two for phone numbers, two for eSIM) for provisioning.
- Found and fixed an abuse case where users exploited the iOS subscription restore flow to create extra accounts and use paid features for free.
- Built internal admin tools to support day-to-day operations and customer management.

ASELSAN | SOFTWARE DEVELOPER

January 2019 - June 2022 | Ankara, Turkey

- Developed software for controlling and monitoring defense sensor systems.
- Integrated different sensor platforms with existing control systems.
- Developed communication components for exchanging sensor data and commands over TCP/UDP.
- Built integrations connecting sensor systems with external command-and-control platforms.

ETGI GROUP | SOFTWARE DEVELOPER

July 2017 - November 2018 | Ankara, Turkey

- Worked across the backend, frontend, and database layers of the VeduBox learning platform, including rebuilding its exam module.
- Developed an interactive video player and integrated it into the platform.

PROJECTS

FOUR IN A CONNECT | FREELANCE

2022

- Developed a clone of connect-four game in Unity Game Engine, released on mobile platforms

EXERGAMING WITH AI COACH | UNITY

2018

- Contributed to the development of a Unity game featuring an AI sports coach that evaluates a player's movements while exercising in front of a PC camera.
- Managed the captured camera data to create avatar and facilitated data transfer from a local Python server to Unity in optimal frame rates.

SKILLS

BACKEND

Ruby on Rails • Django
REST APIs • Sidekiq

LANGUAGES

Ruby • Python
JavaScript • TypeScript
SQL

DATA / INFRA

PostgreSQL • MySQL
Redis • Kafka
AWS

AI TOOLS

Claude Code, Cursor

ADDITIONAL

Git • RSpec
Vue.js • React

EDUCATION

HACETTEPE UNIVERSITY

B.S. IN COMPUTER ENGINEERING

September 2014 - August 2019 | Ankara, Turkey

GPA: 3.4 / 4.0