

KUTALMIŞ BERKE YILMAZ

FULLSTACK PRODUCT DEVELOPER

İzmir, Turkey (UTC+3) · Remote, open to EU relocation

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SUMMARY

TypeScript-first fullstack developer. Built the monetization surface for an agentic AI platform processing 4.5M+ documents, re-architected a data ingestion pipeline for a 15x throughput gain, and shipped AI features across SaaS products serving 10k+ users. Comfortable owning a feature from architecture through deployment and instrumentation.

SKILLS

Languages: TypeScript, JavaScript, Python, SQL

Frontend: React, React Native, Next.js, TailwindCSS, shadcn/ui, Framer Motion

Backend: Node.js, FastAPI, Celery, Inngest, Express, tRPC, Prisma, PostgreSQL, MongoDB, Redis, Redis Streams

AI: RAG pipelines, LLM integrations, multi-agent orchestration, E2B code sandboxes, embedding services, agentic development workflows (parallel multi-agent coding)

Infrastructure: Docker, GitHub Actions CI/CD (including self-hosted runners), Coolify (self-hosted PaaS on Hetzner), Railway, Vercel, Ubuntu/VPS administration, pnpm + Turborepo monorepos

Testing: Jest, Vitest, Maestro, Python test suites; TDD, pure-core architecture for testability, pre-push typecheck/lint/test gates, render-performance regression checks

System design: Event-driven pipelines, task queues, caching, microservices, observability tooling

Spoken: Turkish (native), English (C1), French (B2)

EXPERIENCE

CLEATUS.AI İzmir, Turkey (Onsite)

Fullstack Software Engineer · April 2026 – July 2026

Agentic AI platform for government contractors; 4.5M+ documents processed.

- Owned the support and account-executive surface: admin dashboard with funnel views and "worth-a-call" lead scoring, and AE assignment correctness across the signup and trial lifecycle. On the freemium rollout, wrote and ran the database migrations and built the mail event layer, tier-aware billing, and credits.
- Built and instrumented the lifecycle email system on Redis-backed idempotency controls that served as the send-health source of truth, preventing duplicate sends across concurrent cron runs. The pre-trial reminder series converted 17.9% of reached accounts to trial.
- Designed a company-wide conversion-tracking layer standardizing every outbound email onto a server-side event plus UTM schema, making PostHog the single source of truth for funnel attribution.
- Drove feature decisions from observed user behavior via PostHog MCP rather than intuition.
- Shipped 76 production changes in 10 weeks with a 0% revert rate across a pnpm/Turborepo monorepo (web, API, models, tRPC, db), and resolved 35 customer-facing fixes routed from CS, sales, and engineering.

PXCH HOLDING Florida, US (Remote)

Senior Software Engineer · June 2024 – November 2025

Part-time contract · November 2025 – July 2026

ThumbnailTest.com

- Progressed from frontend work to fullstack and architectural ownership, influencing system design, data flows, and product-level decisions.
- Built a YouTube transcript-based RAG chatbot that retrieves and cites relevant transcript segments, establishing the base architecture for later conversational tooling.
- Co-led the platform UI/UX overhaul, redesigning test, settings, and dashboard flows and introducing reusable component patterns later reused across other PXCH products.
- Ported the Chrome-only browser extension to Firefox and Safari, resolving cross-browser API differences and packaging constraints.
- Continued on a part-time retainer after the fulltime role ended: application maintenance and bug fixes, inbound support ticket triage and workflow organization, and user-facing documentation.

SendShort

- Led the UI overhaul end to end, redesigning layout, video editor architecture, and core interaction patterns for a more stable and consistent editing experience.
- Designed an in-layout helpdesk adopted across all company products, increasing support usage by ~63%.
- Cut unnecessary re-renders and reactivity cycles in the video editor through memoization and render optimization, improving perceived responsiveness during editing.
- Completed broken and unfinished editing flows and designed a new onboarding flow, reducing drop-off in video editing sequences.

Shipper.now

- Built the MVP of an AI multi-agent system that turns a prompt into a complete fullstack web application, covering agent orchestration, the code generation pipeline, and project scaffolding.
- Executed generated code in E2B sandboxes, moved long-running generation onto Inngest background jobs for durable retries, and implemented the payments and billing flow.

CLUBWORKS Istanbul, Turkey (Remote, contract)

Founding Engineer · February 2025 – February 2026

- Architected a production data ingestion platform (B2B SaaS) on FastAPI, Celery, Redis Streams, and PostgreSQL, supporting parallel scraping, retry logic, and high-throughput task orchestration.
- Re-architected the pipeline from sequential BullMQ processing to Celery and Redis Streams, cutting full scrape time from 45 minutes to under 3 (15x).
- Built the full stack across a Next.js frontend, Express/Prisma backend, and Python worker services, containerized and deployed on Railway.
- Implemented structured daily/weekly/monthly scheduling with dynamic queue feeding, keeping data fresh with no manual intervention.
- Built internal debugging and monitoring tooling for workers, queues, and ingestion state, shortening troubleshooting time and increasing pipeline observability.
- Onboarded and mentored a junior engineer onto the codebase.

MEDUSA GLOBAL DIGITAL AGENCY İzmir, Turkey (Hybrid)

Product Developer · December 2023 – April 2024

- Built frontend and backend features for clients across healthcare, construction, and tourism.
- Deployed and configured Ubuntu LiteSpeed and VPS servers; defined system architectures and tech stacks for new projects.

FIORES GLOBAL Ankara, Turkey (Remote)

Frontend Developer · February 2023 – August 2023

- Rebuilt the company website with a cleaner architecture and improved accessibility.
- Collaborated with backend engineers on a new project dashboard; supported hiring and onboarding of new developers.

MOBILPARK İzmir, Turkey (Hybrid)

Application Support Specialist · September 2022 – January 2023

- Worked on SQL-based systems and integration troubleshooting; first hands-on exposure to MVC and core web technologies.

FREELANCE TRANSLATOR Turkey (Remote)

Translator · 2020 – 2022

- Literary and academic translation: one published book translation for İthaki Yayınları alongside a high volume of academic article translation.

WEBHELP (APPLECARE) İzmir, Turkey (Onsite)

Senior CPU+ Advisor, Apple · 2018 – 2020

- Escalation-tier technical support for Apple customers: diagnosed hardware and software faults, handled escalated cases, and documented resolutions for the wider support team.

PROJECTS

loomico Studio in progress

- Color-planning mobile app for knitters and crocheters, built in React Native and TypeScript.
- Model and state layers import no React or Expo, so behavior is tested by call-and-assert with no renderer, mocks, or clock. TDD-first across mobile logic, web, and Python tooling, plus a render-count performance lane and Maestro device flows.
- CI on GitHub Actions with a self-hosted runner: typecheck, lint, every test lane and render-performance checks on each PR, mirrored by a local pre-push gate. Mobile ships via EAS Update gated on green checks; web deploys to Hetzner via Coolify.

create-forge-app published to npm

- Opinionated AI-native Next.js boilerplate with an agentic development harness baked in.

EDUCATION

Marmara University, Istanbul · BA, French Translation and Interpreting, 2016

Saint Joseph High School, İzmir · High School Diploma, 2011

PUBLICATIONS

[Max Brooks. GÜDÜ \(tr. of Devolution\)](#) · Turkish translation by Berke Yılmaz · İthaki Yayınları, 2023

CERTIFICATIONS

Duolingo English Test: 140 (IELTS C1 equivalent), 2023 · IELTS Academic: 7.5 (C1), 2016

DELFI (Diplôme d'Études en Langue Française): B2, 2017

Introduction to Computer Science, İzmir University of Economics, 2022