

KERIM YALCHIN

Software Engineer | TypeScript, Java, Python, Applied ML

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SUMMARY

Software engineer with commercial experience at Whitespace / Verisk and Acue, shipping client-facing TypeScript/Angular and Java/Spring applications, improving performance, and owning data and AWS infrastructure. Recent independent work spans browser simulation, reinforcement learning, GPU-accelerated graphics and desktop developer tools.

TECHNICAL SKILLS

Languages: TypeScript, JavaScript, Java, Python, SQL

Web and desktop: React, Angular, Three.js, Electron, Node.js, HTML, CSS

ML, graphics and vision: PyTorch, CUDA, CuPy/NVRTC, reinforcement learning, OpenCV

Backend and delivery: Spring Boot, Micronaut, Hibernate, REST APIs, AWS, Docker, CI/CD, Playwright

PROFESSIONAL EXPERIENCE

Software Engineer | Independent

Aug 2022-Present

- Design, build and maintain web, desktop and ML-backed tools from initial requirements through testing, release and iteration.
- Developed verification suites for cross-language model parity, GPU safety and regression coverage in time-sensitive simulation and media workflows.

Software Engineer - Contract | Whitespace / Verisk

Apr 2022-Aug 2022

- Improved page-loading performance by 10x through a memory-management change in a core algorithm.
- Developed and shipped TypeScript/Angular features, diagnosed production issues and cleared support tickets for client-facing software.

Software Engineer - Contract | Acue

Nov 2021-Feb 2022

- Designed the SQL data model and AWS environment (EC2 and Cognito) for a Java/Spring sports platform.
- Led resolution of complex blocker stories in an Agile CI/CD team, supporting on-time delivery of client-facing features.

SELECTED PROJECTS

NH Trainer - browser combat simulation and AI practice platform

2026-Present

nh-train.com | github.com/NotCoco/nh-trainer

- Built a real-time browser combat simulator in TypeScript, React and Three.js, integrating trained neural policies that control movement, equipment, resources and attacks.
- Created a Java/Python self-play and evaluation pipeline; compared 313 policies across 48,828 simulated fights and verified Java-to-browser scoring parity within 1e-5.

Shape Vectorizer - GPU raster-to-SVG optimizer

2026

github.com/NotCoco/shape_vectorizer

- Developed a Python optimizer with a fused CuPy/NVRTC CUDA renderer and PyTorch fallback; the reference run fits 450 editable shapes at 25.32 dB PSNR in 11.4 seconds.

Klipt and glTF-to-JSON - desktop and pipeline tools

2025-2026

github.com/NotCoco/Klipt | github.com/NotCoco/GLTF_to_JSON

- Built an Electron/Node.js video clipping application around yt-dlp and FFmpeg with precise time ranges, quality selection and self-updating dependencies.
- Created a single-file Python GUI/CLI that bakes skinned, animated glTF/GLB assets into quantized JSON while preserving vertex order, skinning and animation clips.

EDUCATION

BSc (Hons) Computer Science - 2:1 | King's College London

2018-2021