Ozan Eğitmen

Software Person

Contact Info

- ozan@egitmen.net
- +90 530 876 27 95
- linkedin.com/in/ozanegitmen
- ozanegitmen.com

About

Started programming in high school through video game modding (2013). During this period, I built tools for game modding that are still in use today. Started my CS degree in 2015. I was part of the local IEEE student branch: I attended many student conferences as part of this, and also participated in many events:

- 3 IEEEXtreme competitions (Turkey #10 and #4 rankings)
- STM CTF 2018 Finals
- Tübitak UAVTURKEY 2018 Finals
- + Many smaller events

Started my career at 20 before I graduated as the continuation of an internship, as I was offered a part-time position. Later on, I was recruited by a different team as they saw value in my bachelor final project, which was closely related to their work. Since then I've continued pushing to be in problem-solving roles. I enjoy building software to help other developers, building automation tools, tuning existing software, running benchmarks, and bootstrapping new projects.

Experience

Software Engineer

AVENA · November 2020 - Present

Helping our clients with architecture and scaling of their projects while supporting their developers (AWS/Kubernetes/DevOps/RabbitMQ), helping them test and maintain their code (CI/CD), and helping them with general software engineering challenges (Python/Node). I Additionally help out with web development work from time to time (MERN Stack).

Software Developer

SPP42 · December 2018 - November 2020

Worked on a browser-based video editor and an interactive video player for personalized video content (JavaScript), helped schools and businesses by developing teleconferencing software (mediasoup/edumeet), built mobile applications for tourism and government sectors (Flutter/Flask), also helped with general web design projects (Flask).

Software Engineer

PruvaSoft · July 2018 - November 2018

Documentation (hugo), front-end testing (selenium), CI/CD Pipelines (Jenkins/SVN).

Education

University of Turkish Aeronautical Association

Bachelor of Science - BS, Computer Science · 2015 - 2021

Skills

- **Languages:** JS (Web and Node), Python, Java and *many* more
- **Frameworks:** React, Express, Flask, Spring, Flutter and more
- **Tooling:** Proficient with Linux, Git, Containers, and other common developer tools
- **CI/CD & DevOps:** Familiar with GitHub/GitLab, Jenkins, and most forms of testing
- **Build Systems:** Pipenv, Webpack, Parcel.js, Gradle, Maven, Docker
- **Databases & Message Queues:** PostgreSQL, MongoDB, RabbitMQ, Redis
- **Cloud:** AWS (S3, EC2, EKS, ECR, IAM), Hetzner, DigitalOcean

Open Source Work

acemod/ACE3

Maintainer · 2016 - Present

Doing work in this video game modding team has helped me gain experience in crucial areas like: using git, doing testing, interacting with bug reports, and communicating with a diverse team in different timezones.
Link: github.com/acemod/ACE3

ieee-election

Developer · June 2020 - May 2021

I created, deployed, and maintained a web application to be used by my local IEEE student branch for online elections during lock-down. The system handled many users over WebSockets with ease, and enabled the student branch to hold secure elections remotely for 2 years.
Link: github.com/654wak654/ieee-election

laptimer

Creator/Engineer/Designer · September 2022 - January 2023

I built a small, battery operated device to measure lap times of go-karts by using the magnetic strips on go-kart tracks. Used a Raspberry Pi Pico together with an array of sensors. Wrote C++ with the native SDK instead of relying on MicroPython; this helped me save precious battery time and get more accurate time readings. I learned how to draw a simple PCB using KiCAD, and soldered everything together to then put them in a plastic enclosure.

Essentially, I built an entire battery operated wireless IoT device from scratch, using only commercially available parts. Ended up abandoning the project because of low commercial viability.
Link: github.com/654wak654/laptimer