Ozan Eğitmen
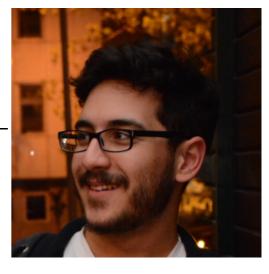
Software Developer · Born September 10, 1997

Contact Info

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About

Started programming in high school through video game modding. That pushed me to take Java and then Advanced Java courses in the summers of 2013 and 2014. 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 that, and also participated in many events including:

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

Started my first job 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.

Experience

Software Developer

SPP42 · December 2018 - Present

Working on a browser-based video editor and an interactive video player for personalized video content (JavaScript), Helping schools and businesses by developing teleconferencing software (mediasoup/edumeet), Building mobile applications for tourism and government sectors (Flutter/Flask), Also help with general web design projects (Flask)

Software Engineer

PruvaSoft · July 2018 - November 2018

Worked on documentation (hugo), Front-end testing (selenium), CI/CD Pipelines (Jenkins/Subversion)

Summer Intern

İnfopark · July 2017

Helped in the EDRİMS project

Education

University of Turkish Aeronautical Association

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

Skills

- **Languages:** JavaScript (Web and Node), Java, Python and *many* more
- **Frameworks:** Alpine.js, Express, Spring, Spring Boot, Flask, Flutter and more
- **Tooling:** Proficient with Linux, Git, and other common developer tools
- **CI/CD / DevOps:** Familiar with GitLab, Jenkins, Docker and Unit Testing
- **Build Systems:** Gradle, Maven, Pipenv, Parcel.js
- **Databases:** PostgreSQL, MongoDB, Redis

Open Source Work

ieee-election

Developer · June 2020 - August 2020

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

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