

Ozan Egitmen

Software Person

Contact Info

-  ozan@egitmen.net
-  +90 530 876 27 95
-  [linkedin.com/in/ozanegitmen](https://www.linkedin.com/in/ozanegitmen)
-  [ozanegitmen.com](https://www.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 IEEEExtreme 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 Bilgi Teknolojileri · November 2020 - Present

Helping our clients scale their projects (AWS/Kubernetes), helping them test and maintain their code (CI/CD), and helping them with general software engineering challenges (Python). 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)

Experience (Continued)

Software Engineer

PruvaSoft · July 2018 - November 2018

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

Education

University of Turkish Aeronautical Association

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

Skills

- **Languages:** JavaScript (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
- **Databases:** PostgreSQL, MongoDB, Redis

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