

EDUCATION

B.Sc COMPUTER SCIENCE BILKENT UNIVERSITY - 2018

Microprocessors, Graphics APIs,
Artificial Intelligence, Compilers,
Operating Systems, UX

SKILLS

PROGRAMMING LANGUAGES

Java (OCA), Kotlin, C/C++, Swift,
Python, Javascript, Solidity

WEB TECHNOLOGIES

HTML, SASS, React, Webpack,
Jest, Enzyme, ES6, WebGL

TESTING AND DEPLOYMENT

Git, CI/CD, JUnit, Espresso, Mockito,
Robolectric, Wiremock, mvn, Gradle

OTHER FRAMEWORKS

Hadoop, Flume, Hive, Spring,
lex/yacc, Verilog, OpenGL,
CUDA, OpenCL, RxJava

DESIGN TOOLS

Sketch, AfterEffects,
Photoshop, Indesign, Illustrator,
Premiere, Final Cut Pro

PERSONAL INTERESTS

Low-level software optimisation,
clean code, microprocessors,
artificial intelligence

ABOUT ME

PROJECTS

Personal Website, Verilog Flappy Bird,
OpenGL Virtual Reality Renderer,
Windows Phone Store Apps
with 50k+ downloads

HOBBIES & INTERESTS

Parkour & Freerunning, Calisthenics,
Filming Car Reviews on YouTube,
Electronics, UX Design

PROGRAMMING LIVESTREAMS

YouTube, Twitch(@celikkoseoglu)

CELIK KOSEGLU | FULL STACK DEVELOPER | [linkedin.com/in/celikk](https://www.linkedin.com/in/celikk)

Successful software engineering professional with a proven track record.
Engineered and released large scale software running on millions of devices
each day. Self-starter, problem-solver with a natural bias for action.

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| LONDON, UK | *Software Development Engineer - Full Stack*

11/19 - Present

Building new customer experiences for Prime Video. My team is responsible for parts of large scale backend services and front-end applications running on devices (iOS, Android, PlayStation, Xbox, FireTV, Kindle, others) and web. Some work is confidential.

- Developed Android library for Alexa devices, enabling purchase of Prime Video content by voice. Affects multi-million Echo Show customers.
- Delivered self-service refunds for Prime Video during COVID. Decreased total CS contacts by 50%+. Currently handling about 100K+ cases per day across all devices.
- Applied new non-flaky API testing strategies that run on release pipelines to improve team's CI/CD process. Saves 20 minutes of developer effort per code push.
- Delivered Prime Video channels customer retention experience. Offers discounts when customers want to cancel subscriptions. (affected 100K+ customers in one quarter)
- Created detailed tech approach documents for challenging engineering problems, discussed potential solutions with tech leads and lead my team to feasible solutions.
- Currently working on an unreleased project that will affect several million customers of Prime Video using a particular device. (large scale, inter-company work)



AMERICAN EXPRESS | LONDON, UK | *Software Engineer*

06-09/16 & 09/18 - 10/19

Delivered new and exciting features to the Amex Android app while also working on backend components that process multi-million requests in milliseconds.

- Worked on new card activation experience to decrease user interface friction during the activation journey. (impacts all card activations worldwide)
- Improved app animations to be fluid using MotionLayout (impacts 80M logins / month)
- Separated Android app into modules to speed up the build process (12% decrease)
- Migrated 10000+ lines of Java code into Kotlin to conform with new standards
- Worked with a law startup to put SLAs and signatures on the Ethereum network
- Worked on a database migration application that relocated 1m+ customer records
- Optimised a business logic algorithm that took 7 hours down to 300 milliseconds



UNIONPAY | SHANGHAI, CHINA | *Product Development Intern*

07-09/17

Wanted to push myself out of my comfort zone by traveling to China. Increased my awareness on the importance of diversity and cross collaboration. Worked in engineering team that analysed market needs to create innovative solutions.

- Delivered technical and business presentations on UnionPay vs competitor's solution, leading to changes in the product pipeline and western expansion roadmaps.
- Made visual enhancements on internal documentations using Sketch. Distributed to company intranet to be used by a thousand engineers.



BILKENT UNIVERSITY | ANKARA, TURKEY | *Tutor & Grader*

02-05/16

ORACLE® | ISTANBUL, TURKEY | *Big Data Engineering Intern*

07-08/15

Garanti BBVA | ISTANBUL, TURKEY | *Mobile Engineering Intern*

01-02/15



SEE PAGE 2 FOR MORE DETAILS AND LINKS TO REFERENCE LETTERS



Helped the next generation of Mechanical, Industrial and Genetics Engineering students grasp the course material for CS114 – Programming for Engineers.

- Published documentation for 'MOSS plagiarism checker' for use by the Computer Science dept. in Bilkent University. Documentation is still used by new lab assistants.
- Reference letter available at: <http://celikk.me/refBilkent.pdf>

ORACLE® | ISTANBUL, TURKEY | *Big Data Engineering Intern*

07 - 08/15

Worked in the business intelligence software engineering team that utilised big data processing frameworks to develop big data analytics solutions.

- Developed an API for analysing real-time, unstructured log data. This was later used to analyse the shopping behaviour of an e-commerce website in realtime.
- Gained experience with big data processing frameworks (Hadoop, Hive and Flume)
- Reference letter available at: <https://celikk.me/refOracle.pdf>

Garanti BBVA | ISTANBUL, TURKEY | *Mobile Engineering Intern*

01 - 02/15

Worked in the mobile team responsible for developing the mobile application for one of Turkey's leading banks. I was responsible for developing an internal application to help engineers in their daily tasks in the team.

- Developed an internal a log indexing and searching application for the team. Application is still being used by the team. (02/19)
- Gained experience at writing tests for maintainable and future proof software.
- Reference letter available at: <http://celikk.me/refGaranti.pdf>



PERSONAL PROJECTS

PERSONAL WEBSITE & BLOG | <https://www.celikk.me>

11/18 - Present

Started working on a personal website using the latest build of React in 2018.

Launched a blog in 2019 and livestreamed my whole journey of learning React and making this website on Twitch.

- Implemented a way of statically rendering websites without requiring SSR, leading to no server side work being required to run my website. Costs are still 0\$/month despite high traffic, while also providing metatags and SEO optimisation.
- Wrote blog posts that attract the attention of 100+ readers every day. (organic traffic)
- Designed and engineered one of the most complicated dark mode toggle animations on the web today. Runs on a finite state machine with silky smooth framerates.

YouTube CHANNEL | <https://www.youtube.com/user/celikkoseoglu>

10/18 - Present

Launched a YouTube channel dedicated to programming videos and tutorials for more advanced engineers. I explore new and experimental concepts in React and talk about my learning process.

- Reached 11,362 people in 1 year with a channel growth rate per day of 1.8%.
- Learnt how to present a topic effectively on the go without requiring advanced preparation. This lead me to receive highly positive feedback in all my talks in during professional work in my workspace.



WINDOWS PHONE STORE APPS | *PhotoSec and QNote*

01/12 - 05/13

Published 2 apps on the Windows Phone Store that later got featured on the storefront. Surpassed the 50K download milestone in 3 months on a platform with a very limited customerbase. This lead to me meet with Microsoft's country manager.