İ. Çağkan Çağlayanel

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SUMMARY

Software engineer specializing in designing and developing scalable, high-performance applications. Thrives in fast-paced, collaborative environments where continuous learning and growth as a team is prioritized. I enjoy exploring new technologies, solving complex problems, contributing to meaningful projects, writing clean code and optimizing performance.

Experience in building robust APIs, dynamic user interfaces, static code analysis, and cloud-based solutions with a strong foundation in C#, TypeScript, Go, Python, Java and software architecture also embracing the DevOps culture, automating workflows and optimizing development processes to enhance productivity, whatever the role is I'd give it my best.

EXPERIENCE

Panteon Games
Feb. 2022 – Present

Mid Software Engineer — *Ankara, Turkey*
- Built a CI/CD and SCM Pipeline tool for multi-repository load balanced parallel testing and merging from web, reducing manual integration effort and errors, stabilizing release cycle.
- Set up automated integration web server linking Project Management Software, Communication and SCM systems to enhance productivity across different teams.
- Developed a test automation framework controlled over a website, streamlining testing process and allowing runtime multi-project testing.
- Designed a lightweight comprehensive log tracking, debugging and crashlytics service, with log collection, remote console and debugging abilities without memory overhead.
- Containerized the backend ecosystem, improving deployment consistency and test workflow productivity.
- Optimized Unity Build Pipeline with developer friendly approach for more than 80% decreased build times.
- Supported and paired with other developers on multiple systems as well as performance-critical systems.

Software Engineer — *Ankara, Turkey*
- Engineered runtime analytics, monetization SDK and remote config tool, with increased revenue and retention by 30%.
- Designed tools to improve work efficiency of Developers and Designers in Unity Engine.
- Built a Package Distribution Service for easier access and to keep track of the in-house tools in a neat interface.
- Led maintenance of 8-10 older products with regular SDK updates, resolving issues, bugs and optimizing performance to keep active user retention and revenue streams.

Epic Frame Animation and Production
Nov. 2021 – Dec. 2021

Animation Engineering Intern — *Istanbul, Turkey*
- Created procedurally generated animations from MoCap data.
- Built VFXs and Shaders that acts according to the Physics World.
- Developed custom scripts in Python with faster integrations for Blender.

DefTR Technology
Jun. 2021 – Nov. 2021

Software & Test Engineering Intern — *Ankara, Turkey*
- Prototyped a drone, enhanced radio control and ground control softwares.
- Developed on open-source pathfinding algorithms. Practiced data communication and networking.
- Worked on a hardware level, installing sensors, soldering electronic components.
- Tested the safety and reliability of the sensors and the software. Documented every test and possible outcomes.

Freelance
Mar. 2019 – Jan. 2021

Software Developer — *Remote*
- Pre-School education app for kids. Parental monitoring and statistics screen with database integration and a subscription service. Used by private schools with over 10K downloads.
- Cocktail ordering website with admin controls and OAuth based authentication, using Flutter for a seamless cross-platform experience.

EDUCATION

Hacettepe University
Bachelor of Science, Computer Science Engineering — GPA 3.00

Sep. 2017 – Jun 2023

Ankara, Turkey

- Actively participated in different student organizations. Served as the Chairman of the Manga and Anime Student Club, organizing activities such as drawing, translation, and self-defense. Additionally, founded the Thunderbirds Muggle Quidditch team.

PROJECTS

Lung X-Ray, AI Classification
Hacettepe University

Sep. 2022 - Dec. 2022

Ankara, Turkey

- Fine tuning and documenting with multiple datasets of chest x-rays (covid, bacterial pneumonia, viral pneumonia and healthy) to a successful classification rate of more than 95%.

Kinesiophobia VR
Hacettepe University

Jan. 2023 - Jun. 2023

Ankara, Turkey

- Solo developed the national VR Simulation Project that aims to increase recovery speeds of Kinesiophobia patients by putting them under stress in a safe environment. Researches are still ongoing.

ACTIVITY

Arcadia Fansub
Co-Founder

Sep. 2015 – Current

Ankara, Turkey

- Translation crew with more than 20 members that provides fast and reliable localizations between English, Japanese and Turkish.

Gamejam Participations
Co-Founder

Aug. 2020 – Current

Ankara, Turkey

- Attended and placed in top 10 in more than 5 Gamejams, most of them had more than 500 submissions. (Brackeys Game Jam, MagaraJam...)
- Mentored in large organizations of gamejams with high attendance. (Global Game Jam 24' - 25', HuJam 23')

Conventions
Organization Team

Sep. 2017 – Current

Ankara, Turkey

- Organizing and working in high attendance (6.000) conventions cosplay contests, tabletop rpgs, board games and e-sport activities. Worked with a team of 100, joined as a staff member in 2017 and has been the lead of the team since 2019. (HUCON 17' - 18' - 19' - 20' - 21')
- Led a team, in charge of network systems and streaming services for development festivals. (DevFest 17' - 18')

SKILLS & INTERESTS

Programming Languages: C#, Python, Go, Bash, TypeScript (JavaScript), C++, C, SQL, Dart, Java
Frontend: Flutter, React, Three.js, WebGL
Backend: Asp.NET Core, Entity Framework, Node.js
Version Control: Git, Perforce
Design Tools: Adobe Photoshop
Database: SQLite, PostgreSQL, MongoDB
Graphics: Shader Graph, OpenCV, HLSL
DevOps: Jenkins, Gitlab CI, Docker, GCP, AWS, Firebase
Languages: English (Professional Proficiency), German (Goethe-Zertifikat B1), Turkish (Native), Japanese (Beginner)