

# Timur Catakli

Software Engineer - MBA Survivor - US Citizen

San Francisco, CA

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**GitHub:** [github.com/timurcatakli](https://github.com/timurcatakli)

**Portfolio:** [timurcatakli.github.io](https://timurcatakli.github.io)

## **LANGUAGES AND TECHNOLOGIES**

Ruby, Rails, Sinatra, JavaScript, ReactJS, AngularJS, Webpack, Babel.js, Axios, jQuery, CoffeeScript, Handlebars, AJAX, Node.js, Express, ActiveRecord, SQL, SQLite3, MySQL, PostgreSQL, MongoDB, Mongoid, Git, Jasmine, RSpec, HTML5, CSS3, Sass, LESS, Haml, Amazon EC2, Apache, Nginx, Heroku, Balsamiq, Sketch 3, Photoshop, Materialize, Foundation, Skeleton, Pair Programming, Agile, TDD, Engineering Empathy

## **EMPLOYMENT HISTORY**

**Software Engineer + Technical Product Manager | Webrazzi | [en.webrazzi.com](https://en.webrazzi.com)** 2014 - 2015

- Moved out-dated Webrazzi TV infrastructure to JW Player Platform and rebuilt TV website using JavaScript, jQuery, HTML5, and CSS3, increasing audience reach, view engagement and ad monetization income by 100%.

**Software Engineer + Technical Product Manager | JustMatic | [justmatic.com](https://justmatic.com)** 2012 - 2014

- Led a team of 3 developers using Scrum agile methodologies which included daily standups, sprints, and Trello for task management, and was responsible for hitting MVP and production on time and within budget.
- Created JustMatic's DB using MySQL, and built the API developer tools using Wordpress, Bootstrap and jQuery.
- Implemented mobile views (retina and non-retina) using UI/UX guidelines with Illustrator and XCode for testing.
- Achieved 12,000 free downloads in the first month with 50% retention rate by utilized segmented social media.

**Senior DevOps Engineer | Ingram Micro** 2007 - 2012

- Executed and managed "daha.net" going from zero to Turkey's 7th largest Cloud solutions brand in less than 12 months using Microsoft solutions such as SQL Server, IIS, Hosted Exchange, and SharePoint.
- Oversaw 20+ employees in devops which included data center operations, customer support, and SaaS services.
- Set up and led a sister digital agency brand (SoftCom360), signing 5 major contracts worth \$300k+ annually, and becoming profitable after 1 month of existence.

**Senior Web Developer | Nims & Associates** 2006 - 2007

- Developed 4 extranets using Microsoft Stack (.Net, SQL Server, IIS) and planned Microsoft Sharepoint Servers.

**Google Quality Rater | Google (through WorkforceLogic)** 2006 - 2006

- Evaluated search tasks in the context of its language and location and assigned a rating from the Rating Scale.

## **RECENT PROJECTS**

**Full-Stack Engineer | Robatonist | [robotanist.herokuapp.com](https://robotanist.herokuapp.com)** 2016

*Platform for botany enthusiasts to search for and find the family, genera, and species of thousands of plants*

- Designed the UI/UX (mockups, wireframes, and site layout) using custom built Bootstrap theme, Sass, and CSS3.
- Templated the frontend views using JavaScript, jQuery, AJAX, Handlebars, and HTML5 for seamless content calls.
- Architected RESTful Ruby on Rails server with custom controllers, models, and routing following MVC patterns.
- Engineered NoSQL DB using MongoDB and utilized Mongoid Search Index to index 7000+ plant species.
- Integrated Instagram, Twitter and Wikipedia APIs to query for and display on frontend botanic information.

**Full-Stack Engineer | Magnitude | [tranquil-earth-58775.herokuapp.com](https://tranquil-earth-58775.herokuapp.com)** 2016

*Alert system service to find recent global earthquakes and establish SMS warnings of geolocated earthquakes*

- Constructed page routes, controllers and models using Ruby and Sinatra to accurately redirect API requests.
- Followed Google Material Design philosophy to construct the UI/UX using Materialize, jQuery, and AJAX.
- Incorporated USGS API to gather and display earthquake data and the Twilio API to alert users of earthquakes.

**Full-Stack Engineer | Zombie Attack | [timurcatakli.github.io/projects/zombie-attack/](https://timurcatakli.github.io/projects/zombie-attack/)** 2016

*Browser game where players eliminate zombies using a battleship-esque system of coordinate based attacks*

- Used JavaScript and Node.js to handle game logic creation, and designed views with CSS3 and jQuery.

## **EDUCATION**

**San Francisco State University, Master of Business Administration (MBA)** 2008

**Yildiz Technical University, B.Sc Mechanical Engineering** 2000