

Dren Kajmakci

Email: dk18184@gmail.com

Portfolio: [Linkedin](#), [Upwork](#)

Professional Summary

Highly skilled software engineer with extensive experience in programming, software architecture, and system development. Expertise in multiple programming languages and technologies, with a strong background in advanced mathematical analysis, AI, and game development. Proven ability to manage complex projects and deliver high-performance solutions.

Key Skills

- Programming Languages: C#, Java, TypeScript, Python, Ruby, C/C++, Haskell, Rust, Lua, PHP
 - Technologies: Git, Agile, Scrum, DevOps (Linux, Docker, Terraform, AWS, Azure)
 - Database Management: SQL (MySQL, PostgreSQL), NoSQL (MongoDB, Couchbase, Redis, HBase)
 - Specializations: Full Stack Development (TypeScript, React, Next.js, Vue, Quasar.js), Graphics Programming (2D/3D), Game Programming (2D/3D), Advanced Mathematical Analysis, Classical Physics Analysis, Algorithms, Data Structures, Intelligent Systems, AI
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Education

Master's Degree (MSc) in Computer Sciences

University of Iceland, Reykjavík, Iceland

Dates: 28.08.2013 - Present (working on master thesis)

Key Courses: Software Development, High Performance Computing Programming, Compilers and Language Design, Algorithms and Complexity, Game Programming, Computer Graphics

Research Project: ATLAS (Automatically Tuned Linear Algebra Software)

Thesis: Converting 2D Images into 3D Models

Bachelor of Applied Science (BSc) in Computer Sciences

Linnaeus University, Växjö, Sweden

Dates: 02.03.2012 - 04.02.2013 (Exchange Student)

Key Courses: Intelligent Multimedia Systems, XML-based Technologies

Project: Developed predictive programs for user needs, such as search engines and model-assistive applications

Bachelor of Applied Science (BSc) in Computer Sciences

SEE (Max van der Stoep Institute) University

Dates: 01.09.2010 - 13.06.2013

Key Courses: Software Engineering, Operating Systems Design and Implementation, Computer Architecture, Discrete Mathematics, Networks Programming, Graphics Programming, Game Programming

Thesis: Graph Algorithms, specifically pathfinding algorithms

High School Diploma in Mathematics and Physics

Loyola Gymnasium

Dates: 05.09.2007 - 07.06.2010

Certifications

- English Proficiency Exam (Academic and General Level)
 - IELTS: Average 8.0
 - [Duolingo: 140 - C1](#)
- [The University of Tokyo - Interactive Computer Graphics](#)
- [Stanford University - Introduction to Logic](#)
- [University of Zurich - An Intuitive Introduction to Probability](#)

Employment History

Project Manager/IT, Sol Cluster, University of Iceland

September 2013 – September 2014

- Responsibilities:
 - Implemented and managed BLAS (Basic Linear Algebra Subprograms), enhancing computational efficiency.
 - Installed and implemented ATLAS.
 - Led the implementation of OpenBLAS.
 - Directed the implementation of ACML.
 - Supervised the implementation of MKL.
 - Executed the implementation of LAPACK.
- Technologies:
 - BLAS, ATLAS, OpenBLAS, ACML, MKL, LAPACK

Primary Version of Application, Programmer, Skyhook ehf, Iceland

February 2013 – February 2014

- Responsibilities:
 - Developed an aviation log system using Python Flask framework.
 - Engineered the back-end using Python Flask.
 - Created the front-end with vanilla JavaScript.
 - Designed a robust database structure.
 - Optimized SQL queries, increasing processing.
 - Implemented ACL-based access management.
- Technologies:
 - Python, Flask, Django, Typescript, JavaScript, Vue, MySQL, Docker, AWS

Secondary Version of Application, Programmer, Skyhook ehf, Iceland

February 2014 – February 2015

- Responsibilities:
 - Developed an enhanced aviation log system.
 - Engineered the back and front end.
 - Created various custom packages.
 - Developed custom JavaScript libraries.
 - Implemented OAuth for the RESTful API.
- Technologies:
 - Python, Flask, Django, Typescript, JavaScript, Vue, PostgreSQL, OAuth, Docker, Azure

Dock Reservation System Programmer, Swiftharbour, Canada (Part-time)

March 2015 – July 2020

- Responsibilities:
 - Developed the Bookanything system, a highly extendable and generic platform.
 - Programmed a multi-purpose inventory and scheduler, improving resource management and scheduling accuracy by ~40%.
 - Engineered both the back and front end of the project.
- Technologies:
 - Python, Flask, Django, Typescript, JavaScript, React, PostgreSQL, OAuth, AWS, Azure

Graphics Programmer, onlinelogomaker.com (Part-time)

May 2016 – December 2017

- Responsibilities:

- Led the development of both Flash and JavaScript-based drawing software.
- Technologies:
 - Flash, JavaScript, Typescript, SQLite, Docker, AWS

Graphics Programmer, Movyl Group, USA (Part-time)

March 2016 – December 2017

- Responsibilities:
 - Developed game server-side logic for a 3D role based game.
- Technologies:
 - JavaScript, Typescript, Python, MySQL, Docker, AWS

Programmer, LS Central 365 Experts, Tening.is, Lithuania

February 2018 – January 2020

- Responsibilities:
 - Developed the LS retail system using C# and JavaScript, enhancing retail operations and system reliability by ~20%.
 - Engineered the front end using Quasar JS and the back end with C# and Microsoft microservices
- Technologies:
 - C#, ASP.NET Core, Typescript, Quasar JS, PostgreSQL, Microsoft microservices, Terraform, Docker, Azure

Game Programmer, Drooids Inc. (Personal Projects) (Part-time)

12.02.2019 – Present

- Responsibilities:
 - Developed a 3rd person horror game.
 - Led the development of the game engine and gameplay programming.
 - Utilized C, C++, Lua, and Haskell to create a robust and efficient game engine.
- Technologies:
 - C, C++, Lua, Haskell

Search Engine Programmer, Kagi, USA (Part-time)

February 2020 – December 2020

- Responsibilities:

- Developed a privacy-specialized crawler.
 - Implemented SEO tools.
 - Engineered readability and page renderer proxy.
- Technologies:
 - Python, Java, Typescript, SEO tools, PostgreSQL, Docker, Azure

Software Engineer, Dulles Glass and Mirror USA (Contractor)

June 2020 – November 2022

- Responsibilities:
 - Led the development of CAD glass drawing and cutting algorithms.
 - Developed the front end using React and TypeScript.
 - Engineered the back end using Haskell.
- Technologies:
 - Haskell, TypeScript, React (Mui, Redux), PostgreSQL, Docker, AWS

Software Engineer, Charter Telecom Inc. Canada (Full-time)

December 2022 – Present

- Responsibilities:
 - Developed a blueprint system for merging software APIs, enhancing integration efficiency and system scalability by 30%.
 - Engineered a software package/module managing system, improving maintainability, testing efficiency, and scalability by 80-90%.
 - Helped develop Oil well optimization algorithms and AI, improving efficiency by 30-40%
 - Developed a generic network device upgrade platform (specifically Juniper), reducing the upgrade time from 100 devices in 40 hours to less than 2 hours, reducing network engineers required for work from 10 to 1 per 1000 device, improving upgrade time by more than %2000, improving expenses by more than %1000
- Technologies:
 - Go, Java (Spring boot), C#, [ASP.NET](#) Core, Python (Django), Typescript (React, Mui), Objective-C, PostgreSQL, Docker, Terraform, Azure, AWS

Languages

- Turkish (Native)
- English (Advanced)
- Japanese (Basic conversational)

References

James Copeland

Business Development Manager / Founder, Swift Harbour Technologies Inc.

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Gísli H Þorvaldsson

CEO, Skyhook ehf

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Dr. Besnik Selimi

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Linnaeus University

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Online Profiles

- [University of Iceland](#)
 - [Skyhook](#)
 - [Swift Harbour](#)
 - [Online Logo Maker](#)
 - [Tening](#)
 - [Kagi](#)
 - [Drooids](#)
 - [Dulles Glass and Mirror](#)
 - [Charter Telecom](#)
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