Dren Kajmakci

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Key Skills

Occupational skills covered
- Mathematical Analysis of Computer Sciences, Computer architecture
- Programming: C/C++/C#, haskell, javascript, python, ruby, php
- Algorithms, Data Structures, Intelligent Multimedia Systems
- Computer Graphics
- Game Programming
- Software Engineering
- Operating Systems
- Internet Technologies
- Databases: SQL(mySQL, PostgreSQL), NoSQL(MongoDB, Couchbase, redis, HBase)

Computer skills and competences
- Excellent in Programming: C/C++/C#, haskell, javascript, python, ruby, php
- Excellent in: Web, desktop, mobile programming
- Excellent in: 2D/3D Game programming
- Good in: System programming
- Excellent in scm: Git
- Excellent in software development flow: agile, spiral, waterfall, scrum
- Intelligent Multimedia Systems
- Administrating: Linux Based(Debian, Fedora), BSD based(FreeBSD,
NetBDS) and also Microsoft Windows operating systems

Education

Master's degree (MSc.) Computer Sciences, University of Iceland
(Currently finishing master thesis)

Took courses in Software Development, High performance computing programming, Compilers and language design, Algorithms and complexity, game programming, computer graphics.

During my studies I worked in High performance computing programming research project called ATLAS (Automatically Tuned Linear Algebra Software).
My MSc. thesis is in computer graphics field and is about converting 2D Images into 3D models.

Bachelor of Applied Science (B.A.Sc.), Computer Sciences, Linnaeus University
(Exchange Student, 2012-2013)

Mostly worked in research fields of Intelligent Multimedia Systems, XML based technologies.
Using Intelligent Multimedia Systems knowledge we've learn how to build programs that try to predict users needs, such as search engines, application that help/assist users to draw complicated models.

Bachelor of Applied Science (B.A.Sc.), Computer Sciences, See University
(Graduated in 2013)

Took courses in Software Engineering, Operating Systems Design and Implementation, Computer Architecture, Discrete math, Advanced Discrete math, Advanced Mathematics, Networks programming, Graphics programming and Game programming.

Each of the courses were highly practical and challenging.

My Bsc. thesis was about graph algorithms, more precisely path finding algorithms.

High school diploma, Mathematics and physics, Lyoyla Gymnasium
(Graduated in 2010)

Most of the courses were about solving math, physics, chemistry problems and focused on teaching the english language.

Certificates

IELTS - English Proficiency Exam, Academic level
With the average score of 5.5

Employment History

Project Manager/IT in Sol cluster, University of Iceland
(For 1 year(s), part-time, 2013-2014)

- In charge of BLAS(Basic Linear Algebra Subprograms)
- Implementation and installing of Automatically Tuned Linear Algebra Software (ATLAS)
- In charge of the implementation of OpenBLAS(BLAS library)
- In charge of the implementation of ACML (Core Math Library)
- In charge of the implementation of MKL (Intel Math Kernel Library)
- Implementation of LAPACK (Linear Algebra Package)

Primary version of application, programmer, Skyhook ehf, Iceland
(For 2 year(s), full-time, 2013-2015)

- Built the aviation log system based on python flask framework
- Built the back-end in python flask
- Built the front-end in vanilla javascript
- Wrote the database structure
- Worked in optimizing SQL queries
- Built a ACL based access management

Secondary version of application, programmer, Skyhook ehf, Iceland
(For 1 year(s), full-time, 2013-2014)

- Built the aviation log system based on Laravel framework
- Built the back-end and the front-end
- Built the SPA (Single page application) on top of angularjs
- Used bootstrap for the view

- Built couple of custom bundles(packages) for laravel
- Wrote custom javascript libraries
- Wrote restful API for the project
- Wrote the OAuth(Open Authorization) for the restful API

Game programmer, Drooids Inc., Iceland
(Part-time, 2014-still working)

Programming 3rd person horror game, similar to Silent hill series.
In charge of the game engie(graphics, sound, gui etc...) and the gameplay programming itself.
The game is written in C, C++, Lua.

Dock reservation system, programmer, Swiftharbour, Canada
(Part-time, 2014-still working)

Programming the dock reservation system on top of ruby and javascript.
Wrote a browser's canvas based and easily drawable dock manager for marinas and a GPS, user info
and relation based recommendation system to help boaters find the best marinas.

Reservation system, programmer, Dorado ehf, Iceland
(Full-time, 2014-still working)

Programming the multiple type(property, ticket, car…) reservation system on top of ruby, python, php,
bash, and javascript.
Wrote and helped program the base structure of scalable and high volume system.
Wrote the back and the front end of this project.

LS Central 365 Experts, programmer, Tening.is, Iceland
(Part-time, 2018-still working)

Programming the LS retail system on top of C# and javascript.
The front end is based on quassar js (vue js hybrid framework) and the back end is based on C# and
microsoft microservices.

Hobbies & Interests

- Playing Electric and Acoustic guitar
- Diving
- Skiing
- Playing with computer hardware

References

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