

# Dren Kajmakci

Email: [dk18184@gmail.com](mailto:dk18184@gmail.com)

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

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## 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.

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## 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 Stoel 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

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## 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](#)
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## 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](http://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, Movid 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, Teningis, 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)

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## References

James Copeland  
*Business Development Manager / Founder, Swift Harbour Technologies Inc.*  
Contact: +1-604-345-8065, [James@swiftharbour.com](mailto:James@swiftharbour.com)

Gísli H Þorvaldsson  
*CEO, Skyhook ehf*  
Contact: +354 8627140, [gth@skyhook.is](mailto:gth@skyhook.is)

Dr. Besnik Selimi  
*Assistant Professor, South East European University*  
Contact: +389 44 356 164, [bselimi@seeu.edu.mk](mailto:bselimi@seeu.edu.mk)

Mr. Arianit Kurti, PhD  
*Linnaeus University*  
Contact: +46 470 70 8375, [arianit.kurti@lnu.se](mailto:arianit.kurti@lnu.se)

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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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