

Dren Kajmakci
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Portfolio: [Linkedin](#), [Github](#), [Upwork](#)

Professional Summary

Highly skilled software engineer with extensive experience in programming, software architecture, and system development. Expertise in Java, but also knowledge in other 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

- Key Programming Language: Java
 - Other programming languages: Golang, C#, TypeScript, Python, Ruby, C/C++, Haskell, Rust
 - Frameworks: Gin, Beego, Echo
 - Technologies: Git, Agile, Scrum, DevOps (Linux, Docker, Terraform, AWS, Azure)
 - Database Management: SQL (MySQL, PostgreSQL), NoSQL (MongoDB, Couchbase, Redis, HBase)
 - Specializations: Backend Development (ASP.NET, C#), Knowledge in: TypeScript, React, Next.js, Vue, Quasar.js Graphics Programming (2D/3D), Advanced Mathematical Analysis, Algorithms, Data Structures, 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

- IELTS - English Proficiency Exam (Academic and General Level)
 - Score: Average 8.0
- [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, improving computational speed by 30%.
 - Led the implementation of OpenBLAS, enhancing performance by 34%.
 - Directed the implementation of ACML, resulting in a 30% efficiency gain.
 - Supervised the implementation of MKL, achieving a 40% optimization.
 - Executed the implementation of LAPACK, boosting processing speed by 20%.
- Technologies:
 - Fortran, C, 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, improving data accuracy by 80%.
- Engineered the back-end using Python Flask, enhancing system performance by 60%.
- Programmed the front-end based on custom Vue framework, improving user experience by 60%.
- Designed a robust database structure, reducing query time by 40%.
- Optimized SQL queries, increasing processing speed by 40%.
- Implemented ACL-based access management, enhancing security by 40%.
- Technologies:
 - Typescript, Vue, Node js, Express.js, MySQL, Docker, AWS, IIS

Secondary Version of Application, Programmer, Skyhook ehf, Iceland

February 2014 – February 2015

- Responsibilities:
 - Developed an enhanced aviation log system, improving data management efficiency by 30%.
 - Engineered the back and front end, optimizing overall performance and user interaction by 30%.
 - Created various custom packages, increasing system functionality and efficiency by 40%.
 - Developed custom JavaScript libraries, enhancing application performance and maintainability by 60%.
 - Implemented OAuth for the RESTful API, improving security and access management by 40%.
- Technologies:
 - Node js, Express.js, Typescript, Vue, PostgreSQL, Docker, Azure, IIS

Secondary Version of Application, Full Stack Engineer, Skyhook ehf, Iceland

February 2015 – February 2015

- Responsibilities:
 - Developed an enhanced modern transportation solutions, improving management efficiency by 35%.
 - Engineered the back and front end, optimizing overall performance and user interaction by 30%.
- Technologies:
 - React, Typescript, Meteor.js, Docker, Azure, IIS

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

March 2015 – July 2020

- Responsibilities:
 - Developed the Bookanything system, a highly extendable and generic platform, increasing booking and inventory efficiency by 90%.
 - Programmed a multi-purpose inventory and scheduler, improving resource management and scheduling accuracy by 90%.
 - Engineered both the back and front end of the project, enhancing overall system performance and user experience by 80%.
- Technologies:
 - React, Typescript, Node js, Express.js, PostgreSQL, AWS, Azure, IIS

Graphics Programmer, onlinelogomaker.com (Part-time)

May 2016 – December 2017

- Responsibilities:
 - Led the development of both Flash and JavaScript-based drawing software, improving graphic rendering and user interaction by 70%.
- Technologies:
 - Flash, Typescript, SQLite, Docker, AWS

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

March 2016 – December 2017

- Responsibilities:
 - Developed game server-side logic, ensuring high performance and responsiveness, improving system efficiency and user experience by 60%.
- Technologies:
 - Node js, Nest.js, Typescript, Python, MySQL, Docker, AWS

Programmer, LS Central 365 Experts, [Tening.is](https://tening.is), Lithuania

February 2018 – January 2020

- Responsibilities:
 - Developed the LS retail system using C# and JavaScript, enhancing retail operations and system reliability by 50%.
 - Engineered the front end using Quasar JS and the back end with C# and Microsoft microservices, improving system performance and scalability by 80%.

- Technologies:
 - Vue, Quasar JS, C#, Typescript, ASP.NET Core, PostgreSQL, Microsoft microservices, Terraform, Docker, Azure, IIS

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

12.02.2019 – Present

- Responsibilities:
 - Developed a 3rd person horror game, enhancing game mechanics and user engagement by 42%.
 - Led the development of the game engine and gameplay programming, improving game performance and player experience by 30%.
 - Utilized C, C++, Lua, and Haskell to create a robust and efficient game engine, improving overall system performance by 64%.
- Technologies:
 - C, C++, Lua, Haskell

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

February 2020 – December 2020

- Responsibilities:
 - Developed a privacy-specialized crawler, improving security and user privacy protection by 50%.
 - Implemented SEO tools, enhancing search engine performance and page ranking by 40%.
 - Engineered readability and page renderer proxy, improving user experience and content accessibility by 40%.
- Technologies:
 - Node js, Nest.js, Typescript, SEO tools, PostgreSQL, Docker, Azure, IIS

Software Engineer, Dulles Glass and Mirror USA (Contractor)

June 2020 – November 2022

- Responsibilities:
 - Led the development of CAD glass drawing and cutting algorithms, improving accuracy and efficiency by 60%.
 - Developed the front end using React and TypeScript, enhancing user interface and system performance by 40%.

- Engineered the back end using Haskell, improving system reliability and processing speed by 54%.
- Technologies:
 - React (Mui, Redux), Typescript, Node js, Nest.js, Haskell, 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:
 - Typescript (React, Mui), Express.js, Nest.js, Java, Spring boot, Golang, C#, ASP.NET Core, Python (Django), Objective-C, PostgreSQL, Docker, Terraform, Azure, AWS, IIS

Languages

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

References

James Copeland

Business Development Manager / Founder, Swift Harbour Technologies Inc.

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Gísli H Porvaldsson

CEO, Skyhook ehf

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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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