

Gökay Özsoy

Software Engineer | Backend & Systems Developer

Location: Norderstedt, Germany

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PROFESSIONAL SUMMARY

Computer Engineering graduate and software engineer with hands-on experience in backend development, embedded systems, and full-stack web applications. Strong foundation in algorithms, data structures, object-oriented programming, and system design. Experienced in building RESTful APIs, working with relational databases, and developing embedded Linux applications using C++. Passionate about writing clean, maintainable, and scalable code while continuously learning modern architectures such as microservices and cloud-native systems.

TECHNICAL SKILLS

Programming Languages: Java, C, C++, Python, PHP, JavaScript, TypeScript

Backend: REST APIs, Service-Oriented Architecture, Java EE (theoretical), Laravel (basic)

Frontend: HTML, CSS, Angular (basic), UI fundamentals

Embedded Systems: Embedded Linux, Qt, hardware-near development

Databases: MySQL, PostgreSQL (basic), SQL data modeling

Dev Tools: Git, Maven, Docker (basic), Linux Shell

Concepts: OOP, Data Structures & Algorithms, Software Architecture, Testing & Debugging

PROFESSIONAL EXPERIENCE

Web Developer – LARO GmbH (07/2025 – Present)

- Develop and maintain backend services and web applications
- Design and implement RESTful APIs
- Work with relational databases and optimize SQL queries
- Perform testing, debugging, and performance improvements
- Collaborate in agile development teams and participate in code reviews

Software Engineer – ZKR Nurse Call Systems (08/2022 – 08/2023)

- Developed embedded Linux applications using C++ and Qt
- Contributed to mission-critical communication systems
- Participated in system analysis, debugging, and stability improvements
- Worked on backend components using PHP and JavaScript
- Supported international technical environments and documentation

SELECTED ACADEMIC & PERSONAL PROJECTS

- Multiple Java-based university projects focusing on object-oriented design, backend logic, and data structures
- Algorithm implementations and performance analysis projects (sorting, graph algorithms, memory optimization)
- Python-based tools and small applications developed during coursework
- Personal portfolio website including an interactive browser-based game demo (Vanilla JavaScript)
- Continuous experimentation with REST architectures and system design concepts

EDUCATION

Bachelor of Science in Computer Engineering (2017 – 2023)

- Focus on Embedded Systems, Operating Systems, Software Architecture
- Strong academic background in Algorithms & Data Structures
- Object-Oriented Programming in Java and C++

LANGUAGES

German: B2 (Goethe Certificate)

English: C1

Turkish: Native

ADDITIONAL INFORMATION

- Strong analytical mindset and problem-solving skills
- Comfortable working in international and cross-functional teams
- Open to relocation and new technical challenges
- Passionate about continuous learning and modern software engineering practices