



Gökay Özsoy

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● ABOUT ME

I am a computer engineer with experience in various areas. I love developing creative software and maintaining code & databases.

● WORK EXPERIENCE

08/08/2022 – 11/08/2023 Ankara, Türkiye

JUNIOR SOFTWARE DEVELOPER ZKR NURSE CALL SYSTEMS

- Developed web forms and maintained and customized database for customers to observe user data (Nurse Call logs, emergency code logs, etc.). Coded back-end services to update the database, and sent data to appropriate service and related front-end page. Used JavaScript, PHP, and HTML in the development phase.
- Provided IT support through video calls and remote connection software (AnyDesk, TeamViewer).
- Developed a system management application on Linux to improve the production line's performance and to make basic daily operations easier. Used Qt and C++ in the development phase.

Business or Sector Information and communication | **Department** After Sales Department |

Address Umit Mahallesi, Okullar Sokak, No.16, 6810, Ankara, Türkiye | **Email** info@zkr.com.tr |

Website <https://www.zkr.com.tr/>

22/06/2022 – 25/07/2022 Ankara, Türkiye

SOFTWARE DEVELOPMENT INTERN ZKR NURSE CALL SYSTEMS

- Learned frequently used technologies, tools, and programming languages in the company such as Qt Creator, PHP, JavaScript, C++, MySQL, etc.
- Handled the configurations of the company's products.

24/06/2019 – 22/07/2019 Ankara, Türkiye

SOFTWARE DEVELOPMENT INTERN PERDA HUMAN RESOURCES

- Managed databases. Edited the database structure according to users' feedback and satisfaction.

Business or Sector Information and communication | **Website** <https://perda.com.tr/>

● EDUCATION AND TRAINING

17/09/2017 – 03/07/2023 Ankara, Türkiye

COMPUTER ENGINEERING TED University

- Data Structures and Algorithms
- Software Engineering
- Human-Computer Interaction

- Fundamentals of Programming
- C Programming
- Concepts of Programming Languages
- Relational Databases
- Operating Systems
- Computer Organization
- Microcontrollers
- Information Security and Cryptography

Website <https://www.tedu.edu.tr/en> | **Field of study** Computer Engineering | **Level in EQF** EQF level 6 |

Type of credits ECTS | **Number of credits** 246 | **Thesis** ChatChain App

● LANGUAGE SKILLS

Mother tongue(s): **TURKISH**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	C1	C1	C1	C1	C1
GERMAN	A2	A2	A2	A2	A2

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

● DIGITAL SKILLS

C++ | Qt | Linux | JavaScript | PHP | HTML | HTML5 canvas | CSS | MySQL | SQL | Java | Python | Angular | NestJS | VoIP Systems | DevOps | Git

● PROJECTS

RSA ENCRYPTION APPLICATION (JAVA)

- This Java application first encrypts a desired text (user input) and then decrypts the encrypted message.
- The user clicks on the “create key pairs” button and later selects any key pair from a drop-down list.
- The user clicks on the “Encrypt” button. The application encrypts the message with the selected key pair and shows the user the encrypted data.
- Lastly, when our user clicks the “Decrypt” button, the application shows the user the initial text he/she provided in the beginning.

THE CITY SEARCH ENGINE APPLICATION (ANGULAR - NESTJS)

- The front-end side is developed with Angular and the back-end side is developed with NestJS. The programming language used is TypeScript. The city data is stored as JSON data and is static.
- The user accesses the web application from the browser, application welcomes the user, and asks him/her to search for a city.
- The user searches for a city either by typing a word or letter, or typing its population number.
- If any city includes the number or letter/word/number that's been entered, the application returns the filtered data and shows them to the user by taking account of pagination data on the back-end side of the project (e.g. the number of rows, the current page, total number of pages.).

2D ACTION WEB GAME "NIGHT HUNTER" (JAVASCRIPT)

- This is an action-packed 2d pixel-art style game.
- The player should slay as many enemies as possible in 100 seconds while surviving a horde of various enemies.
- Animation, movement, and action mechanics are handled by vanilla JavaScript.
- HTML5 Canvas, CSS, and Sprite sheets were used for art styles and graphics.
- The link is available on my website. Feel free to check it out.

● CERTIFICATES

26/01/2024 – CURRENT

Web Development Fundamentals by IBM SkillsBuild

Verify: <https://www.credly.com/go/kyO6KxyH>

29/01/2024 – CURRENT

Information Technology Fundamentals by IBM SkillsBuild

Verify: <https://www.credly.com/go/Ymql10QM>