

Berke Anday Baloglu, MSc

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ABOUT ME

An enthusiastic Software Engineer, who enjoys working with web technologies and solving problems for a better and more accessible web. Solving bugs by day, streaming on the software development category on Twitch, and guiding more junior developers by night. Also a hardcore gamer, and a reliable teammate to my friends.

My Strengths are, Typescript, Javascript, React, HTML, CSS, C#, .Net, Next.js, Remix, Node.js, Astro, Relational Databases (such as PostgreSQL), Non-relational (Document) Databases (such as CosmosDB, MongoDB), Git, GraphQL, Prisma, Azure, AWS

Currently Working On, React, Remix, Angular, .Net, RxJS

EXPERIENCE

Epicor

England, UK

Associate Product Developer

10/2022-Current

- Worked autonomously on a research project to replace an existing system with a system making use of cloud-based solutions provided by Microsoft's Azure for better maintainability and ease of use for the clients, the outcome of the replacement had more accuracy than the old model and was presented to upper management for replacement.
- Involved in every aspect of the Software Development cycle from development to autonomous testing and deployment.
- Worked with a small team of -mostly- Principal Engineers in an Agile/Scrum environment to deliver quality products within tight deadlines.

PurpleBox Inc.

Turkey

Back-end development intern

03/2021-05/2021

- Trained on AWS, how to create applications at scale and made use of AWS SDK in Node.js.

PROJECTS

[Kampus Monorepo](#)

Open-Source Project

Full-stack web application

03/2023-Current

Tech Stack: Typescript, React, Remix, Prisma, Node, Twirp, GraphQL

- Proposed a notification service for one of the applications, and worked on creating the service from designing the flow to implementing it. The service received positive reviews from both end users and stakeholders.
- Started leading the Kampus job board project, which enables people from the community to post jobs and search for a job seemingly.
- The application needed OAuth flows, integrated with the existing user authentication system, worked on creating GitHub and Discord OAuth flows, and integrated social profiles of users with existing user accounts on the Kampus-Pano app.
- Created visual components for the Kampus-UI component library package which later been used in various places in Kampus apps.
- Helped solve various bugs and closed various issues by getting involved in conversations and opening up pull requests regarding the issues.

[ESporland - Esports news website](#)

Side-Project

Full-stack web application

12/2022-Current

Tech stack: Typescript, React, Remix, WordPress, GraphQL

- *To create a good reader experience, worked alongside a team of designers and journalists, providing feedback regarding development aspects.*
- *To provide good SEO, performance scores and writer experience, researched various technologies and measured their trade-offs by involving in conversations with the team. Decided on a tech stack with an open-vote approach.*
- *Development effort is ongoing using Remix and WordPress as headless CMS.*
- *Led a small team of mid-level and junior engineers, reviewed pull requests, labelled issues and involved in conversations regarding feature requests, bugs, etc.*

Hotel and Home booking application

Side-Project

Full-stack web application

08/2022-10/2022

Tech stack: Typescript, React, Next.js, Tailwind, tRPC

- *A hotel booking application, that was created to test out bleeding-edge technologies such as Next.js, Next-auth, tRPC, etc.*
- *Created with responsiveness in mind, good filter options and a simple user interface.*

[Anday.dev Portfolio Site](#)

Side-Project

Web Site

07/2022-07/2022

Tech stack: Astro, React, Typescript

- *To achieve high lighthouse scores, statically generated using Astro.*
- *Achieves solid 100 scores in each lighthouse category.*

Puzzlaffic, A Coding Game

University of St Andrews

A full-stack web application

06/2022-09/2022

Tech stack: React, Redux, Typescript, Blockly

- *A solo project that is meant to be played by children in the University of St Andrews' outreach events. Includes a simple web-based accessible interface, drag-and-drop code generation blocks and simple puzzles that are meant to be solved in approximately an hour.*
- *During development, found some examples using legacy approaches and bugs inside Google's drag-and-drop code generation library (Blockly), and opened up issues and pull requests which solved the bugs and updated the examples to use modern approaches. Which later got merged into the development branch.*

EDUCATION

University of St Andrews

St Andrews, Scotland, UK

Computer Science/Master of Science

Graduation: 16/09/2022

- *Architected and developed various applications with various teams using different technologies, approaches and architectural patterns such as client-server and microservices during the degree.*
- *Mastered the concepts of writing clean and understandable code, A/B and end-to-end testing and object-oriented programming.*
- *Worked with various small teams to develop well-documented and tested applications under tight deadlines.*
- *Graduated with a Merit.*

Ege University

Izmir, Turkey

Computer Engineering/Bachelor of Science

Graduation: 08/08/2021

- *GPA 3.59/4.00 (First Class eq.)*

CERTIFICATIONS

Microsoft Certified: Azure Fundamentals

Azure Cloud Certification

Cloud/DevOps

10/2022

INTERESTS

General interests: Tennis, Drums, Gaming, Writing, Cinema