

ARTOGRUL GAHRAMANLI

Prague, Czech Republic · arto@gahr.io · <https://gahr.io>

EDUCATION

Karadeniz Technical University

Bachelor's in Computer Engineering - Honors Degree

Trabzon, Turkey

Nov 2016 - Jan 2021

Czech University of Life Sciences

Master's in Informatics *GPA: 4.0*

Prague, Czech Republic

Sep 2024 - May 2026

EXPERIENCE

Barclays

Senior Software / DevOps Engineer

Prague, Czech Republic

June 2023 - Present

- Software - Working on internal software supporting a 700 people Quants dev team
- DevOps - Helping developers with deployments, administering CI/CD tools like Jenkins, TeamCity, BitBucket, GitLab, Nexus, Jira etc.

Fortinet

TAC Engineer

Prague, Czech Republic

Aug 2022 - June 2023

- Tech Support - Supporting Fortigate products at an advanced level
- Troubleshooting - Figuring out solutions to customers' network problems that require advanced investigation, proposing solutions and improvements

Northern Light Media Visions

SysAdmin & DevOps Engineer

Estonia (Remote)

Nov 2021 - Aug 2022

- Server Admin - Installation and configuration of live & test Linux servers, Docker environments
- CI/CD - Configuring and Administering DevOps pipelines
- Security - Auditing and configuring various systems

Idea Innovation

Network Engineer

Trabzon, Turkey

Sep 2020 - Nov 2021

- Network architecture - set-up and administering of Switches, Routers, Firewalls and Load Balancing Systems, with strong experience using Cisco products
- Server Admin - Windows + Linux, configuring server roles including auth, email etc.

securKEY

Software Developer

Istanbul, Turkey

Feb 2020 - Jul 2020

- Software Development - Worked on security oriented software using C++ and C# w/ .NET

SKILLS

Programming Languages:

Rust, C, C++, C#, Python, Bash, PowerShell, Go

DevOps:

Chef, Ansible, Docker, Git, CI/CD

Network / System Administration:

Cisco IOS, VMware, TCP/IP, FortiGate, Sophos

Other Relevant Skills:

Documentation Writing, Scripting, Research, Collaboration

Languages:

English-Excellent, Turkish-Native, Azerbaijani-Native, Czech-Beginner

Certifications:

CCNA, SCE

PROJECTS

Ray Tracer Rust

<https://github.com/artogahr/ray-tracer>

A ray tracer implemented fully in Rust, based on Peter Shirley's "Ray Tracing in One Weekend" C++ series. It features depth of field, a basic material system and multi-threaded rendering.

Machine Learning Classification Application C, C++, .NET

As a University project, built an application that is able to learn from existing data and classify new data points. Used C, C++ and .NET

Realtime Videochat application C++, C#, .NET

Using C++ and .NET, created a realtime Video calling application that had UDP Hole Punching capability, and could do both Client-to-Client and Client-Server-Client modes of enabling a video call. Gained experience on optimization of realtime applicaitons, network stack, compression of realtime data etc.