ARTOGHRUL GAHRAMANLI

Prague, Czech Republic · artogahr@gmail.com · artogahr.bearblog.dev

EDUCATION

Karadeniz Technical University　　　　　　　　　　　　　　Trabzon, Turkey
BSc in Computer Engineering - Honors Degree　　　　　　　　　Nov 2016 - Jan 2021

EXPERIENCE

Barclays　　　　　　　　　　　　　　　　　　　　Prague, Czech Republic
DevOps Support L2　　　　　　　　　　　　　　　　　　June 2023 - Present

- DevOps - Helping developers with deployments, working with projects that use Jenkins, TeamCity, BitBucket, Nexus and alike.
- Development Services - Supporting other development tooling, such as Jira, Confluence etc.

Fortinet　　　　　　　　　　　　　　　　　　　　Prague, Czech Republic
TAC Engineer　　　　　　　　　　　　　　　　　　　　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 improvement

Northern Light Media Visions　　　　　　　　　　　　　　Estonia (Remote)
SysAdmin & DevOps Engineer　　　　　　　　　　　　　　Nov 2021 - Aug 2022

- Server Admin - Installation and configuration of live & test Linux servers according to best practices
- CI/CD - Configuring and Administering DevOps pipelines
- Security - Auditing and configuring various systems
- Docker Environments & Containers - Configuration and administration

Idea Innovation　　　　　　　　　　　　　　　　　　Trabzon, Turkey
Network Engineer　　　　　　　　　　　　　　　　　　Sep 2020 - Nov 2021

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

securKEY　　　　　　　　　　　　　　　　　　　　Istanbul, Turkey
Software Developer　　　　　　　　　　　　　　　　　　Feb 2020 - Jul 2020

- Software Development - Worked on security oriented software using C++ and C# w/ .NET
- CI/CD: Integrated basic CI/CD capabilities using GitHub CI/CD

SKILLS

Programming Languages:	Rust, C, C++, C#, Bash, PowerShell, Go
DevOps:	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++, .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.