Aydin Kaan Cinar

kaancinar.me
github.com/aydinkaancinar

Email : kaan.cinar@alum.utoronto.ca
Mobile : +1-437-982-0096

Education

- **University of Toronto, St George** — Toronto, ON
  Honours Bachelor of Science in Computer Science with Distinction, Minor in Statistics — *May 2023*

Experience

- **IBM** — Markham, ON
  Site Reliability Engineer — *June 2023 - Present*
  - **Ansible**: Created and managed pipelines to provision, maintain, and deprovision multiple Kubernetes clusters for different customers in production environments. Optimized various pipelines to run jobs for multiple Kubernetes clusters in parallel, reducing total runtime by over 50 percent.
  - **Kubernetes**: Identified and resolved issues within Kubernetes clusters, including reducing node disk usage by over 50 percent through process improvements related to a regression in ROKS clusters.
  - **Python**: Developed command-line tools to enhance team productivity. Created performance (CPU, Memory usage, and time taken to execute requests) measurement tools for testing changes on Kubernetes clusters.
  - **Java/Selenium**: Contributed to updating QA test cases in response to product changes.
  - **IBM Cloud**: Managed cloud resources, including VMs and Kubernetes clusters, ensuring minimal downtime for customers. Performed quarterly disaster recovery exercises to ensure rapid recovery of customer environments in the event of issues affecting clusters, VMs, or entire data centers.
  - **Customer Support**: Provided on-call support to assist customers with performance issues and product usage inquiries. Conducted regular maintenance to update and resolve issues in customer environments.
- **Oracle** — Toronto, ON
  DevOps Engineer Intern — *May 2021 - Sep 2022*
  - **Docker**: Created a Docker image creator pipeline using Gitlab CI/CD that detects changes on Dockerfiles and from that it creates images and publishes the images into JFrog Artifactory, facilitating the process of deployment
  - **Python**: Created a Python script that would detect changes on Terraform code and run Terraform plan and apply on Cloud stack with an approval process. This process facilitated the updates on the Terraform repository, and helped with auditability.
  - **Terraform**: Worked on restructuring the teams Terraform repository to be more efficiently organized by better use of modules, ended up reducing the code duplication
  - **Kubernetes**: Created a Python script to upgrade our Kubernetes clusters with zero downtime.
  - **Java/Maven/Gradle**: Built a pipeline to build Java libraries from source code using Gradle and Maven
- **University of Toronto, Department of Computer Science** — Toronto, ON
  CSC263 (Data Structures and Analysis) Teaching Assistant — *January 2021 - May 2021*
  - **Teaching and Grading**: Conducting office hours sessions, and grading tests and problem sets

Projects

- **kaancinar.me/FlyingKing Game**: Developed a 2D arcade game, where user can upgrade their character and compete with other users. Used Unity Game Engine to develop for IOS, Android, and Web. Build the website for the game using HTML/CSS
- **kaan.js, a JavaScript Physics Simulation Library**: Users can create an environment, assign gravity to this environment, start the environment functions whenever they want, apply gravity to objects, induce reactions. Uses DOM manupilation and JQuery

Skills

- **DevOps/Platform Engineering**: Ansible, Gitlab CICD, Docker, Kubernetes, Oracle Cloud, IBM Cloud
- **Linux**: Shell Scripting, Linux commands
- **Version Controlling**: Git, Github, Gitlab
- **Web Development**: JavaScript, HTML, CSS, Node.js, React, MongoDB, Express
- **Python**: Using REST API and multithreading to conduct performance tests, create command line tools
- **C**: Pipes and filters, file processing, shell programming, processes, system calls, signals, basic network programming
- **Java**: Object-oriented design and development, design patterns, Android, Selenium QA testing