Mehmet Batuhan İnan Software Engineer

in Linkedin (linkedin.com/in/batuhaninan)

♀ Istanbul, Turkey

Education

Oct 2019 - Mar 2023 Istanbul, Turkey

Istinye University 🛮

Software Engineering Bachelor's

3.54 GPA

Professional Experience

Oct 2023 - present

Softtech (Innovation Department)

Software Engineer

- Contributed to end-to-end development of **Pupilica** ☑, a Learning Management System (**LMS**), by actively participating in both backend and frontend tasks. Employed OpenedX with Tutor for the backend, utilized NestJS, Next.js, and Strapi for frontend development, and integrated PostgreSQL for efficient database
- Utilized the Odoo framework with Python for seamless functionality and PostgreSQL for robust database management. Innovated features including a social media feed system and an engaging game designed for networking at events

Sep 2022 - Nov 2023

Softtech (Commercial Credit Department)

Software Engineer

- Development of Commercial Credit Application using Java 8 and Spring
- Employed testing tools such as Junit, Soap UI, and Postman for comprehensive application testing
- Use of Elasticsearch, Kibana, Grafana and Splunk applications while monitoring the application in test and production environments
- Managed and maintained essential data in OracleSQL databases
- Developing a new customer eligibility control application using Java 11 and Spring Boot
- Tracing using **Jaeger**, **Instana** apps
- Utilized **Postman** and **Junit 5** for efficient application testing
- Executed development using **OpenShift** in both test and production environments

Jul 2021 - Sep 2021

Agito Software & Consulting 🛮

Developed new pages for Health Insurance Software using Java in with PrimeFaces, contributing to the enhancement and expansion of the software's capabilities

Projects

Sorting Visualizer

I developed a Sorting Visualizer application using Python and PyGame. This interactive tool visually demonstrates various sorting algorithms, including bubble sort, selection sort, insertion sort, merge sort, and quicksort

Maze Generator 17

I crafted a Maze Generator application with PyGame in Python, utilizing the recursive backtracking algorithm and implementing it with a stack data structure for seamless maze creation

Password Manager App 🛮

Collaborating with two peers, we developed a desktop application in C++ for a school project. The project incorporated PostgreSQL for the database and Qt for the graphical user interface. The application allows users to register and log in, enabling them to securely store passwords as key/value pairs with corresponding descriptions

🚰 Skills

- Java
- Elasticsearch / Kibana / Grafana / Splunk / Azure DevOps / XL Release / Jaeger / Instana / Swagger UI / Postman / Soap UI
- HTML/CSS
- NoSQL (Cassandra, MongoDB)
- Spring / Spring Boot / Spring Security
- Kubernetes / OpenShift
- Python (Django, Odoo, Tutor)
- Docker

- Hibernate / JPA / JUnit 5 / Mockito / Kafka
- React
- SQL (Oracle SQL, PostgreSQL, MySQL)
- Git (Github, Gitlab, Azure)

Languages

English ITEP C1

Turkish Native

References

Ahmet Feyzi Ateş, Assistant Professor, Işık University ahmetfeyzi.ates@isikun.edu.tr

Çağlar Şahinsoy, Senior Software Engineer, Türk Eximbank caglarsahinsoy@gmail.com

Volkan Sezgin, Senior Software Engineer, Türk Eximbank volkansezgin93@gmail.com