

M.ÇAĞAN ODUNCUOĞLU

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SUMMARY

Experienced Software Engineer specializing in backend development with solid expertise in OOP languages. Skilled in building and maintaining scalable distributed systems, delivering both frontend and backend solutions, and continuously exploring new technologies with a passion for learning and innovation.

EDUCATION

BSc. Computer Science & Engineering, Marmara University - GPA: 3.2 2018-2022

Activities: Exc. Member of Marmara University Robotics Club.

Graduation Thesis: Metaheuristic Based Fire Fighting and Scheduling Framework.

SKILLS

Languages	C#, Java, JavaScript, TypeScript, C, Python
Frameworks & Libraries	.NET / .NET Core, ASP.NET MVC, Entity Framework, React, WPF, Unity
Databases & Messaging	MS SQL Server, PostgreSQL, MySQL, RealmDB, IBM Maximo, RabbitMQ, Redis
Cloud & DevOps	Azure, GCP (Cloud Functions), Docker, Rancher, CI/CD Pipelines
Tools & Practices	Git, TFS, Jira, SonarQube, Agile/Scrum, Unit Testing, Microservices, SAGA

EXPERIENCE

Software Engineer - Siyeso - *Istanbul, Hybrid* Aug 2024 – Current

- Led development efforts in large-scale banking projects, delivering solutions in both **microservice-based** and **monolithic** architectures using **.NET Core**, **React TypeScript**, and applying established **Design Patterns** to ensure scalable and maintainable code.
- Optimized **SQL Server** queries and designed scalable, microservice-compatible schemas across multiple databases, significantly improving performance and reliability.
- Achieved over **90% unit test coverage** and enforced code quality with **SonarQube**.
- Utilized **Docker** and **Rancher** containers to test asynchronous scenarios with **RabbitMQ**, ensuring reliable event-driven communication.
- Managed Agile delivery in **Scrum** using **Jira**, ensuring projects were completed within deadlines.
- Extended and integrated **RESTful APIs** and implemented distributed workflows with **SAGA patterns**.
- Configured CI/CD pipelines with **TFS** and **Git**, enabling smoother development cycles and higher release velocity.
- Actively participated in alpha testing and environment validations with direct customer interaction, providing feedback loops that reduced post-release issues.

Software Engineer - LAYERMARK - *Ankara / Washington, Remote* Aug 2022 – Jan 2024

- Led end-to-end development of robust **WPF desktop applications** using the **.NET Framework**, delivering both **frontend** and **backend** components with emphasis on object-oriented design, scalability, and maintainability.
- Collaborated with **international clients**, ensuring clear requirement gathering and delivering high client satisfaction.
- Integrated **IBM Maximo**, and **ARCGIS maps** with **DevExpress** tools to enhance data management and visualization.
- Applied **Agile (Scrum)** methodologies to manage tasks efficiently and deliver projects on time.

Software Engineer Intern - Tigris Smart Technologies - *Remote* Jul 2022 – Aug 2022

- Developed desktop applications using the **.NET Framework**, focusing on efficiency and usability.
- Designed intuitive **UI components** and implemented core services to improve functionality and user experience.
- Demonstrated strong problem-solving and rapid learning ability by delivering functional prototypes within a short internship period.