Oğuzhan Dere

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Experience

Accenture, Istanbul, Turkey   Mar 2022 - Nov 2024
Full-Stack Developer
- Enhanced Angular and React front-end projects for a global biotechnology leader, reducing loading times by 60% through optimized performance and reusable component design.
- Improved back-end processes for a multinational oilfield services company, reducing loading delays by up to 50% with Spring Boot and Couchbase NoSQL optimizations.
- Developed a simulation service for backend applications using the .NET framework, integrating messaging and caching solutions with RabbitMQ and Redis. Created robust automation tests to ensure functionality.
- Deployed scalable proof-of-concept applications in AWS & GCP environments, optimizing resource allocation practices that ensured over 99% uptime during critical demonstration periods to potential stakeholders.

TaleWorlds Entertainment, Ankara, Turkey   Jun 2020 – Jul 2020
Game Developer (Internship)
- Contributed to the development of the acclaimed game "Mount & Blade II: Bannerlord," leveraging C# within a custom game engine to enhance gameplay enjoyed by over 3 million players worldwide. Collaborated with a large interdisciplinary team to deliver innovative and engaging experiences.

Ekinoks Software, Ankara, Turkey   Aug 2019 – Sep 2019
Software Developer (Internship)
- Developed hands-on experience in mobile application development through a one-month internship focused on creating an Android-based issue tracking system utilizing Java and SQL within the Android Studio environment.

Education

Bilkent University, Ankara, Turkey   Sep 2017 – Jun 2022
- Computer Science - Bachelor of Science

Projects

Keddy, Music Personalization App   Jun 2024 – Nov 2024
- Engineered a full-stack music personalization app with a React front-end and Spring Boot back-end, using MongoDB for data storage.
- Integrated an AI-powered API for emotion classification and 'Vibe' preset creation, enhancing user personalization.
- Created advanced features like emotion-based track recommendations, customizable filters, and collaborative playlists. Achieved advanced CI/CD workflows, automated deployments using GitHub Actions and GCP.

HandsGiving, Senior Project   Jan 2021 – Jun 2021
- Led the development of a mobile application designed to connect users through location-based help requests, enhancing community support during crisis events like earthquakes and fostering real-time collaboration.

- Built the frontend using Android Studio and employed a robust backend with Google Cloud Functions and FireStore.

Skills & Interests

Languages: English (Fluent), Turkish (Native)
Programming Languages: Java, Python, JavaScript (ES6+), TypeScript, C#
Front-End: Angular, React, HTML, SCSS
Back-End: Spring Boot, .NET, CouchBase, RabbitMQ, Redis, SQL, NoSQL, Node.js
Cloud Platforms: AWS, GCP
Tools & Methodologies: Git, Jira, CI/CD, Docker, Linux, Agile, Unit Testing