CV SINAN SAKAOGLU

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Since my childhood, because of my father's job, I've moved 11 times, 9 different cities and 3 different continents. This has allowed me to be an agile person who can survive in any condition, take challenges with ease, learn fast act faster and work with any person and any team. I am very passionate about creating software that matters, if at the end of the day an application I made improved a person's life, I consider that success.

EDUCATION

2016-Present

Computer Technology and Information Systems B.S., Bilkent University

CGPA: 3.82, High Honor Student, ex member of ACM and TDP club.

August 2018-December 2018

Information Systems B.S.,Erasmus+ Exchange, Metropolia UAS

Some of my courses: Innovation project, Mobile Applications, Intro to Augmented reality, IoT Project, Intro to Machine Learning, Basic Finnish

PROFESSIONAL EXPERIENCE

Feb 2019 – Present

Developer Intern – Ekinoks Software

- ✔ Designing, implementing and testing the Android app of company's next product, based on the requirement and the mockup documents given. Based on MVVM architecture.

Jun 2018 – Jul 2018

Developer Intern – Ekinoks Software

- ✔ Developed a Devops application for deploying local project builds to custom remote servers using Vue.js and Grails Java EE framework.
- ✔ Created an easy to use bulk certificate(for events etc.) generator in Java.
- ✔ Helped develop a database stress test suite with Java, Jdbc and Postgres.

PERSONAL EXPERIENCE

- Made an augmented reality arcade game (inspired by Space Invaders) on Android powered by ARCore with a teammate, published on Google Play.
- Completed a mobile augmented reality solution for VR Track company utilising Vuforia with Unity for with a 4 person team.
- Developed E-cart: E-commerce system with LAMP stack backend and 2 end-points: Java application(for merchants) and Website (for shoppers).
- Designed and implemented a simple Blog website with a CMS from scratch using the WAMP stack for backend and a Bootstrap for front-end.
- Created physics simulations and basic games using OpenGL with C Programming language.
- Published a cross-browser friendly extension that uses APIs from multiple cryptomarkets to display their current Bitcoin price. Also made a small backend in order to bypass CORS.
- Developed Fizbol: A game with the purpose of teaching high school students physics, with a classmate. Made with Unity and C#.

- Mobile application development experience
- Detail Oriented Problem Solver
- Experience Working with Linux/Unix and Windows
- Experience With Full-stack Web Apps, React and Vue Js
- Positive and Enthusiastic attitude

- Hands-on Augmented Reality development; Unity (C#) with Vuforia and Kotlin with ARCore
- Experience with Version Control, git
- Java, C, Kotlin Application Development Experience
- Strong Oral and Written Communication
- Work Great Within a Team Setting
- Python & SQL know-how