# Furkan Ercevik

(408)613-7012 | f.ercevik21@gmail.com | github.com/fercevik729 | fercevik.com

## EDUCATION

**University of California - Santa Cruz**                                                          Santa Cruz, CA
*Bachelor of Science in Computer Science, GPA: 3.96/4.0*                                *Sept 2021 – March 2024*

## RELEVANT COURSEWORK

Data Structures and Algorithms, Algorithm Analysis, Software Engineering, Artificial Intelligence, Database Systems, Programming Languages, Principles of Computer System Design, Probability Theory, Computer Architecture, & Computational Models

## TECHNICAL SKILLS

**Languages**: Python, Golang C/C++, Type/JavaScript, Java, NodeJS, SQL, NoSQL, HTML/CSS
**Frameworks**: Next.js, React, Spring Boot, Cypress, Jest, Express, Gorilla Mux, Cobra CLI
**Tools:** Git, Docker, Vercel, AWS, Azure, Serverless, Prisma, Linux, PostgreSQL, CI/CD, Redis, GCP
**Knowledge:** Agile/Scrum Methodologies, Systems Design, OOP, GraphQL, REST, gRPC, IOC, Concurrency

## EXPERIENCE

**Software Engineer Golang Intern** | *Sony Pictures Entertainment*            September 2023 – Present
- Developed and deployed an Azure Functions application from scratch in a custom runtime for Go, which provided cryptographic functions for large media files.
- Implemented extensive unit, mock, and integration testing to ensure code quality and proper functionality, and high coverage (90%+), using the *testify* framework.
- Contributed to the development of an internal Azure library to facilitate key features within the Azure Functions project, and migrated older capabilities.
- Integrated retry, timeout, and exponential backoff logic within serverless client to avoid being throttled by excessive concurrent requests to Azure API.
- Utilized structured logging and Open Telemetry tracing to uncover mission-critical bugs.

## PROJECTS

**UCSC Course Planner** | *TypeScript, Next.js, GraphQL, Agile/Scrum, React, Prisma*            September 2023 – Present
- Developing an interactive course planner for UCSC students in Next.js and TS with four other classmates, while implementing Agile and Scrum methodologies.
- Constructed a CI/CD pipeline to check style, test coverage, and deploy to Vercel.
- Built UI components and custom hooks in React and Material/Joy UI with Tailwind CSS
- Creating a GraphQL API in GraphQL Yoga and Type GraphQL, with Apollo Client and Prisma Client for interactions with a PostgreSQL server.
- Writing unit tests and integration tests for GraphQL and Prisma functions in Jest.

**Multithreaded HTTP Server** | *C, Sockets, Systems Design, TDD, Concurrency*            January 2022 – March 2023
- Created a multithreaded HTTP Server with the C programming Language as part of a term-long individual project in my Systems Design Class.
- Developed regular expressions to parse and validate HTTP requests
- Utilized sockets to listen for HTTP requests and send over valid HTTP responses
- Implemented a thread-safe bounded buffer with POSIX synchronization primitives

**STLKER** | *Golang, REST, Redis, PostgreSQL, gRPC, Git, Docker, AWS*            March 2022 – October 2022
- Developed a back-end application to track securities and user-defined portfolios
- Created gRPC and RESTful APIs in Golang with Swagger documentation and caching
- Utilized the GORM framework to execute queries on a PostgreSQL database
- Dockerized the application and deployed it to AWS CloudFormation

## ACTIVITIES

**Launchathon @ UC Berkeley**                                                          September 2023
- Collaborated with a meal-prep startup to enable subscription based meal delivery
- Improved UI/UX on Wix using Verlo API and native JavaScript