Berlin, GERMANY

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Work Experience ___

Zenjob GmbH

SOFTWARE ENGINEER Dec. 2019 - present

- Developing, maintaining, and building on top of RESTful APIs that form the backbone of customer-facing and internal web applications.
- Made several performance improvements on business-critical endpoints, decreasing the response times from an average of 5-15 seconds, down to < 1 second
- · Automated several manual processes conducted by internal administrators in the core Grails application, saving an average of 20% of the time spent on manual work per day by account management teams.
- Implementing an invoicing microservice from scratch, replacing the non-performant legacy tools gradually, using state-of-the-art technologies such as Java 15 (Completable Futures), Spring Boot, Kafka, jOOQ and PostgreSQL.
- Implementing new features end-to-end, from planning to execution and presenting the features to stakeholders via regular demo meetings. Utilizing feature flags using Unleash to provide more control over the release of new features.
- · Owning and managing release cycles of the core application and several microservices as part of the release team, with zero downtime.
- · Promoting clean code practices and continuously improving overall code quality, increasing test coverage with unit tests, integration tests, and functional tests, using Spock, JUnit 5, Hamcrest, Mockito, Testcontainers.
- · Managing batch data migrations with zero downtime and being involved in the creation of migration plans.
- · Actively participating in code reviews, providing in-depth insights. Supporting more Junior developers and helping them grow.
- Enhancing service-level documentation to support on-call teams and provide transparency.
- · Actively using monitoring tools such as Grafana, Loki, Sentry to ensure the health of our services and detect unexpected behavior.
- Participating and presenting in backend collectives to contribute to the knowledge base and promote knowledge-sharing.

Talentwunder GmbH

JUNIOR SOFTWARE ENGINEER

Nov. 2018 - Dec. 2019

- · Responsible for maintaining and extending the functionality of customer-facing core Grails web application, using Groovy and PostgreSQL. As part of the user-interface revamp project affecting 100% of the user base, developed and released two microservices from scratch using Java 8, Micronaut, Hibernate, Amazon SNS/SQS, and PostgreSQL.
- · Migrated a core-functionality from the monolith to a microservice, acting as a facade to Elasticsearch cluster with additional business logic. Doing so separated development cycles from the core cycle and provide other development teams more flexibility.
- Participated in doing data migrations, mainly supporting more senior engineers.
- · Improved overall test coverage with unit tests and integration tests, contributed to improving code quality while actively growing in knowledge.

Turkish Aerospace Industries, Inc.

Ankara, Turkey

SOFTWARE ENGINEER INTERN

Jul. 2017 - Aug. 2017

· Developed an internal software in C using networking concepts, which automated the modeling and simulation operations and optimized the time spent for such operations in autopilot systems and flight mechanics department by removing manual work.

Thunderbolt Studios, Inc. Los Angeles, CA, U.S.A.

SOFTWARE ENGINEER INTERN

Jul. 2016 - Aug. 2016

- · Contributed to the development of partner websites in Wordpress, HTML5, CSS3, JavaScript.
- Maintained Wordpress application for the tech blog of the company with 10.000+ monthly hits.
- · Optimized Apache Web Server for SEO and increased Alexa rankings and page hits significantly.

Education

Bilkent University Ankara, Turkey

B.S. COMPUTER SCIENCE

Sep. 2014 - Jun. 2018

- Graduated with an Honor Degree (Cum Laude).
- Department of Computer Science was ranked 18th worldwide on a list of schools having the "best coders" in the world by Hackerrank.

Roskilde University

Roskilde, Denmark

EXCHANGE SEMESTER, COMPUTER SCIENCE

Jan. 2017 - Jun. 2017

 Pursued and successfully completed Masters-level Computer Science courses including user experience design & research, interactive game development, responsive web applications & database systems.



TECH STACK

Java 15, Groovy, Spring Boot, Kafka, Grails, jOOQ, PostgreSQL, Micronaut, Spock, JUnit 5, Hamcrest, Docker, Git, Jenkins, Hibernate, Terraform, Gradle, Grafana, Loki, Localstack, Jira, Hotjar, Unleash, Amazon SQS, Amazon SNS, Amazon S3, Elasticsearch, HTML, CSS, JavaScript

OTHER

• Agile methodologies, Scrum, Kanban, Test-Driven-Development (TDD)

Projects

CORONAVIRUS DASHBOARD (2020)

 An Alexa skill providing live information about the number of active cases and the death toll for the prompted country through Voice User Interface. Developed using Java 11 and Micronaut.

AUGMA (2018)

• A social media application utilizing Augmented Reality and location-based posts. Developed for Android, together with my bachelor project team

CASESWITCHERS (2017)

 A Reddit-alike content sharing and discussion platform focused on Tech and Computer Science. Developed using C#, MySQL, PHP, and Bootstrap.

MIND CONTROL PLATFORMER (2017)

• An experimental, Brain-controlled (Electroencephalogram) MVC platformer game developed using C# and Unity, which is playable using gesture and facial expressions through the transmission of brain waves with an electroencephalogram headset.

SPACE DESPOT (2016)

• A retro space arcade game developed using Java and Swing.

SLOTS QUIZ (2015)

· An educative slots game covering organic chemistry knowledge, targeting high school students, developed using Java and Swing.

Honors & Achievements.

- 2018 Marketability Award, sponsored by Deloitte, Bachelor project "Augma", Bilkent CSFair 2018
- 2018 Traveller Award, Bilkent CSFair 2018
- 2016 Best Student Society of the Year Award, Bilkent eSports Society, Bilkent University
- 2015 Found Bilkent eSports Society, Bilkent University
- 2015 **11th Place, National Ranking,** IEEEXtreme 9.0 Programming Competition
- 2014 Scored in 99th percentile among 2 million students, University Entrance Exam, Turkey