

HAKAN TUNCER**Date of Birth:** August 9th, 1982**Place of Birth:** Istanbul**Gender:** Male**Permanent Address:**

Amsterdam,

NETHERLANDS

Mobile: +31 64 3130353**E-mail:** hakantuncer@gmail.com**Website/Blog:**<http://hakantuncer.com/>**Twitter:** @hakant

I help people/companies create quality software by using my skills in .NET, node.js and web technologies (HTML, CSS, Javascript). I love C# and Javascript. I also like taking advantage of cloud platforms like Azure and AWS whenever suitable.

I blog at <http://www.hakantuncer.com/>

Work Experience

2011 – Present	NIPO Software	Grote Bickersstraat 74 1013KS Amsterdam, NETHERLANDS
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Team Lead - Senior Software Developer

We're building a global data collection platform for market research industry. A scalable SaaS platform running on Microsoft Azure together with an accompanying Android App. For more information visit:

<http://www.nfieldmr.com>

<http://www.microsoft.com/netherlands/referenties/detail.aspx?id=3428>

I've started working at NIPO Software as a Senior Developer and then taken a Team Lead role (around May 2013) after third SCRUM team was started. At the moment NIPO Software has 4 SCRUM teams and I'm leading a team of 6 developers.

Some technical details about what's keeping me busy here:

1. Using Visual Studio 2015 and Visual Studio Code.
2. Using Visual Studio Team Services (TFS in the cloud) for Version Control, Product Backlog, Canvas Board and Application Lifecycle Management activities.
3. Just like VS Team Services, we're also using GitHub for certain parts of our software.
4. Back-end development. Scalability, resilience and fault tolerance are very important in the cloud. We use Service Bus, Message Queues, Cache Service, NoSQL and Blob data storage together with Azure SQL Databases.

5. We're building around PaaS capabilities of Windows Azure. Our platform consists of various cloud service nodes with different types (web and worker roles). We're closely watching every new feature in Azure since it's the cloud platform of our choice.
6. ASP.NET MVC 4 and 5. Using C# and Razor View Engine. Heavily using Web API's and the OWIN pipeline.
7. Writing a lot of Javascript. The client facing websites we're building are completely driven by Javascript and all data is received and sent via AJAX calls to the back end (Web API's).
7. Using MVVM pattern on client side with Knockout.js. Talking to Web API's in JSON. Parts of the UI are written using other Javascript templating libraries. Specifically JSRender and Handlebars.
8. Working in a SCRUM environment. Product Backlog, User Stories, Grooming Sessions, Spikes, Epics, 2 week sprints are often used terms in my daily life.
9. Unit Testing using the Moq Framework and XUnit family runners (sometimes MSTest too). We're trying to cover as much code as possible. I like tools like NCrunch that continuously runs tests in the background as I write code.
10. Apart from Unit Tests we also create Integration Tests. We're using both Selenium IDE and Selenium WebDriver. We're gradually moving everything to WebDriver though. We create our tests using the "Page Objects Pattern". Although we have one dedicated tester per team, in SCRUM life every type of work is meant for the whole team, so it's common that a test task is picked up by a developer. I myself write integration tests almost every sprint.
11. Practicing TDD both for Unit and Integration Testing whenever it fits nicely with the code / feature that I'm working on. Considering tests as design tools and relying on those tests to dictate what code you need to write is a very interesting idea. This approach works pretty well for me when writing core business logic of my applications and not so when writing boilerplate framework specific code. It's always fun to gradually convert those red tests to green though, just like checking items on a to do list.
12. We're also actively working on a mobile application for Android devices. Using Xamarin, C# and Nancy. This is a WebView centric Android application where interviewers can run interviews on Android devices out in the field and synchronize the data they collected with the back-end when they have connection. iOS and Windows Phone will probably be our next stops.
13. Apart from mobile revolution, market research is recently also affected heavily by Social Media. I've worked on extending company's existing products with social media extensions. I've built two extension applications targeting Facebook and Twitter platforms. I've got experience with various aspects of these development platforms.

2008 – 2011 about:blank Schellingweg 17D 1507 DR Zaandam, NETHERLANDS
Senior Software Developer

- Architecting, developing, testing and delivering web applications (mainly ASP.NET and Microsoft SQL Server based) for various customers from various industries.
- Applications include online reservation systems, web shops, social networking sites, job boards and online bidding systems with different functional, performance and scalability challenges. For a more detailed list of my projects please visit hakantuncer.com/portfolio.
- Aside from a regular developer role, as being interested in the development processes and human factors in software engineering, I've been aiming to increase productivity and fun at the office space and also to mentor junior developers as much as possible.

2007 – 2008 Oxivo Software Atasehir, Istanbul, TURKEY
Lead Software Engineer & Project Manager

- Writing technical design documents, doing technical planning, management as well as actual coding for all projects functionally designed in the Netherlands.
- In charge of technical communication between Turkey and Netherlands.
- In a team of ten talented developers, built various applications including "Findsi", a socially enhanced search and bookmarking tool, "Friendhunter", a social job board & employment website, "Veiling Winnaar", an online bidding system, "All abc houses", a large housing website. For a more detailed list of my projects please visit hakantuncer.com/portfolio.
- All projects are built on Microsoft.NET and MS SQL Server.

2006 – 2007 Oleey Mobile 3.Levent, Istanbul , TURKEY
Lead Software Engineer

- Joined an early start-up of a leading media group in Turkey who had entered the mobile content market by selling games, melodies and wallpapers to millions of mobile subscribers of GSM operators in Turkey.
- Three separate sms & charging integrations were built from scratch with three different GSM operators in Turkey (Turkcell, Vodafone and Avea). Being the first member of development team, I architected 75% of initial systems and wrote more than 60% of the code.
- Apart from operator integrations, a content management system for mobile devices were written (using WURFL (wurfl.sourceforge.net)) along with a WAP and a WEB portal for promoting content to the end users.
- At the time of quitting, systems were handling more than 60.000 transactions each month.
- All software systems were built on .NET Framework (using C# language) & MS SQL Server and deployed on multiple Windows 2003 servers.

2005-2006 Tikle – Arti Technology
Software Engineer

Ari Teknokent, Istanbul, TURKEY

- Joined a team of ~20 developers and worked on several WEB, WAP and SMS portals used for promoting and selling mobile content to mobile subscribers. Also took part in a J2ME (Java Micro Edition) game development project for a period of time.
- All projects (except mobile game which was in Java), were based on .NET Framework and MS SQL Server.
- Some of my main projects were "Resimmelodi" and "Oyunparki". Former is a wallpaper and melody portal and latter was a game portal.
- For the first time I found the opportunity to work in a professional team of developers, build applications and portals, develop my programming skills and gain experience on the subject of mobile portal design and development.

Education

2000-2005 Sabanci University (SU)

Istanbul, TURKEY

Faculty of Engineering & Natural Sciences

Computer Science & Engineering Program GPA: 3.35/4.00

2004-2005 Graduation Project course Sabanci University

Istanbul, TURKEY

Designed and implemented a secure Bluetooth communication prototype between a wireless device and an ATM machine that is emulated over a laptop computer. The wireless application was written on top of Symbian OS, using Series 60 Developer Platform and the ATM application was written on top of Windows XP SP2 using Microsoft Visual Studio 6.0 (C++). The security of the communication was implemented using Diffie-Hellman key exchange and AES (Advanced Encryption Standard).

Advisors : Assis_Prof_Dr. Albert Levi, Assis_Prof_Dr. Erkey Savas

1997-2000 Antalya Private High School

Antalya, TURKEY

Magna Cum Laude - GPA: 4.98/5.00

Achievements / Honors and Awards

2005 GPA: 3.35/4.00 – Honor Degree, Sabanci University, Istanbul, TURKEY

2005 Ranked 1st in the 3D Game Competition that was held in Istanbul (attended with my CS 405 (Computer Graphics) course project, "Hungry Fly". This game is written using OpenGL (Open Graphics Library) and Visual Studio 6.0 C++. Microsoft and Nintendo were in the jury along with a couple of other companies specialized in graphics and gaming technologies.

2005 Sabanci University Scholarship all throughout undergraduate education (as a result of showing high performance at the annual central nationwide university entrance exam).