OGUZ KAAN BASAL
SOFTWARE ARCHITECT / ENGINEER

CONTACT

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SKILLS

PROGRAMMING LANGUAGES: Java, TypeScript, C#, Python, Go, Kotlin, PHP, Dart
NO/SQL: Redis, Couchbase, MySQL, PostgreSQL, Elasticsearch, MongoDB, DynamoDB, DocumentDB
FRAMEWORKS: Spring, Play (Java), Vaadin, AngularJS, Hibernate, Libgdx, Antlr, NestJs, Symfony, Gorilla (Go), EmberJs, Flutter, React, Vue, NextJs, Http4k
TOOLS & PLATFORMS: MacOSX, Git, Jenkins, Intellij Idea, Jetty, Maven, Unity3D, Android, IOS, AWS, Gradle, Pip, Npm, Yarn, VsCode, Vercel, Sanity, CodeMagic, Docker
QUALIFICATIONS: Engineering Lead, Software Architect, Infrastructure Architect, Software Developer, Mobile Application, Web Application, Web API/Services, Restful Api Design, Game Development, Image Processing

EDUCATION

TOBB University of Economics and Technology
MS Computer Engineering (Full Scholarship)
Fault Tolerance Feature Matching (Supported by The Scientific and Technological Research Council of Turkey)
Image Processing, Pattern Recognition, Graph Theory
* Not completed

TOBB University of Economics and Technology
BSc Computer Engineering (Full Scholarship) 2013
GPA: 3.10 / 4.00
Completed 9 months of internship program in 3 periods at 2 different companies

EMPLOYMENT

Fractal Homes
Remote
Engineering Lead (Consultant) · Sept. 2022 to Jan. 2023, Sept. 2022 to Jan. 2023
Understood the project requirements and architected projects web application based on the needs using Sanity and NextJS/React.
- Used less tools as much as possible to make project management easy for Fractal Team to handle later.
- Implemented required web pages based on the given design and requirements and deployed using Vercel
- implemented Sanity dashboard using V3 with additional custom components to deploy automatically whenever it's needed.
- The system is easy to understand and manage as there is no engineer to manage later.
Fractal Homes WebPage

Gloria
Remote
Engineering Lead · Jan. 2022 to Oct. 2022, Jan. 2022 to Oct. 2022
Responsibility to build and manage teams and write documentations for VC's based on the company needs.
- As we joined as a company (team) to Gloria, I had responsibility to handle 2 different company teams to work together seamlessly.
- Managed merging the teams, and re-position members to work together.
- Understood requirements from the old code base to explain it to team members.
- Based on the requirements, created a new road-map plan to execute as fast as possible to help company acquisition.
Create and architect mobile and backend projects required by the project(s).
- Understand inherited backend code-base written in Python.
- Architected and implemented backend api using Kotlin, based on the requirements extracted from old code-base and new requirements coming from product team.
- Using AWS and a couple of AWS services, architected and implemented automated deployment configuration using AWS CDK.
- Implemented image / video compression flow to comply with the different resolution requirements.
- Understand inherited mobile code-base written in Swift.
- Managed and implemented Android and IOS mobile application using Flutter.
- Prepared mobile applications for releases but before release happened, company is acquired by OneFootball and we cancelled the release.

Yela
Remote
Engineering Lead · Jan. 2021 to Current, Jan. 2021 to Current
Responsibility to build and manage teams and write documentations for VC's based on the company needs.
- As engineering lead, I had to find people to the teams company needed.
- Managed teams and projects to release 5 different softwares on different platforms.
- Helped to write technical documents for VC's to get additional investments for the company.
Create and architect frontend, mobile and backend projects required by the project(s).
- Architected and implemented Kotlin based backend api to handle frontend and dashboard requirements.
- Architected and implemented dashboard to handle internal requirements using React / NextJs.
- Architected and implemented frontend application and landing page using React / NextJs.
- Architected and implemented and released 2 different mobile applications (users and creators) using Flutter.
- Architected and implemented automated deployments using AWS & Fargate that is auto-scalable and also monitored the infrastructure that is integrated with a couple of 3rd party services including Stripe.
Applications released:
- Web Application
- Creator App - IOS
- Creator App - Android
- user app is removed from stores, thus I can share/showcase this application if requested

Bayzat
Ankara/Dubai (Remote)
Software Engineer / Software Architect · Feb. 2017 to Feb. 2020
Researching, designing, and implementing the whole infrastructure and backend from scratch while preserving the functionality product had.
- Analyzed backend code and infrastructure
- Implemented core functionality in PHP for moving easily to Kotlin
- Helped to create AWS infrastructure for automated deployments
- Designed and implemented the RestFul PHP backend
- Ported PHP backend to Kotlin
- Designed a queueing system based on the requirements using AWS Sqs
- And much more as Software Architect

OpsGenie
Software Engineer · Oct. 2015 to Jan. 2017
Researching new technologies, helping improve code quality and structure, and implementing new features for an always-on, multi-tenant, fully distributed SaaS product.
- Implemented new features which using distributed systems, implemented in Java
- Implemented web pages using AngulaJS and also helped solve UI related bugs
- Collaborated with UI developers to implement UI connected features
- Researched, evaluated, and benchmarked Elasticsearch 2.0+ for internal usage
- Designed and implemented highly available search functionality with tailored solutions for the company
- Designed and implemented a query language to use with search functionality using Antlr4
- Helped design and implement features used by a massive number of users in a short timespan
- Refactored project structure and dependencies to easily introduce new modules in the future
- Re-designed and implemented micro services-oriented RESTful API using Spring MVC which runs on Undertow
- Designed and implemented request throttling functionality which supports rate and burst(delay) limiting using Redis
- Re-designed and implemented continuous integration process to adapt the fast-growing team using Jenkins(Pipeline) and Docker
- Opsgenie SaaS (Web, Android, iOS)

Navek
Software Engineer · Feb. 2015 to Sept. 2015
Improved the mobile application and web services structure.
- Refactored data structures and API calls.
- Refactored and mostly re-developed web services implementation using Spring MVC framework.
- Developed android client application.
- Refactored and implemented new features on the web client.
- Esotia (Web, Android, iOS)

BeeSquare
Software Engineer · June 2014 to Jan. 2015
I joined the team as a remote developer to re-develop the backend system of the game which is already published.
- Designed and developed RESTful server using Java, Spring, and various frameworks to provide API to the game clients.
- Developed admin tool web UI using Vaadin framework which allows to analyze user status and customize game-specific features simultaneously.
- Configured Jenkins continuous integration tool to ease the deployment process.
Published game :
- Run Sheldon (iOS, Android)

Peak Games
Software Engineer · Jan. 2013 to Jan. 2014
Joined the team to complete the final internship at university and continued full-time afterward.
- Worked for 2 successfully released game titles as a game engine developer.
- Used AS3, Robotlegs framework, and our own game engine for the development of both games.
- Developed an automated hack prevention system with AS3 by converting non-deterministic game codes to a deterministic state and using it as a headless application to validate game sessions in a second.
- Helped out refactoring to run the game on mobile platforms using Adobe Flex and Adobe Air.
- Developed platform-specific native extensions compatible with Adobe Air.
Published games :
- War of Mercenaries (iOS, Android, Facebook)
- New Battles (Facebook)

Corvitro
Part Time Software Engineer · Sept. 2010 to May 2011
First internship at university. Continued to work 6 months as a part-time engineer afterward.
- Used Wireshark to analyze and decode network packages of well-known applications.
- Documented analysis results.
- Created the proxy network simulation environment to analyze packages that come from behind proxy networks.
- Tested decrypting various types of network packages using the debugger.
- Documented bugs in great detail.