KAAN BASAL
SOFTWARE ARCHITECT / ENGINEER

SUMMARY

Experienced software engineer and architect with a versatile proficiency across multiple programming languages and facets of programming. With over 10 years of experience in full-stack development, team leadership, and project architecture, I bring a diverse skill set that encompasses creating 2D games, exploring electronics, and crafting innovative solutions. My expertise spans solo development as well as effective collaboration within teams.

SKILLS

PROGRAMMING LANGUAGES: Java, TypeScript, C#, Python, Go, Kotlin, PHP, Dart
NO/SQL: Redis, Couchbase, MySQL, PostgreSQL, Elasticsearch, MongoDB, DynamoDB, DocumentDB
FRAMEWORKS: React, Vue, Http4k, NextJS, NestJS, Flutter, Vaadin, Spring, AWS CDK
TOOLS & PLATFORMS: MacOSX, VsCode, IntelliJ, Git, Github, AWS, Vercel, Sanity, CodeMagic, Docker, Terraform
QUALIFICATIONS: Engineering Lead, Team Leader, Full-StackArchitect, Full-Stack Developer

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

CONTACT

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EMPLOYMENT

Fractal Homes
Remote
Engineering Lead (Consultant) · Sept. 2022 to Jan. 2023, Sept. 2022 to Jan. 2023
Architected web applications using Sanity and NextJS/React, optimizing project management for the team. Deployed web pages on Vercel, ensuring smooth implementation of designs and requirements. Created custom components for Sanity dashboard using V3 for efficient and automated deployment.

- Used Sanity and NextJS/React to architect web applications for streamlined project management.
- Deployed web pages on Vercel to ensure efficient implementation of designs and requirements.
- Developed custom components for Sanity dashboard using V3, enabling automated deployment.

Fractal Homes WebPage

Gloria
Remote
Engineering Lead · Jan. 2022 to Oct. 2022, Jan. 2022 to Oct. 2022
Orchestrated collaboration between different company teams, optimizing workflow and project execution. Successfully merged teams, reallocating members to enhance productivity. Led the adoption of new technology to meet company acquisition goals. Designed and implemented mobile and backend projects, leveraging Kotlin and AWS services.

- Facilitated seamless collaboration between company teams, optimizing workflow and execution.
- Reallocated team members to enhance productivity and successfully merged teams.
- Adopted new technology to align with company acquisition goals and streamline processes.
- Designed and implemented mobile and backend projects using Flutter, Kotlin and AWS services.

Yela
Remote
Engineering Lead · Jan. 2021 to Current, Jan. 2021 to Current
Built and managed teams, releasing 5 software products across various platforms. Crafted technical documents for VC presentations, facilitating additional investments. Architected frontend, mobile, and backend projects, utilizing React, Next.js, Kotlin, and Flutter. Designed auto-scalable deployments using AWS & Fargate, integrated with third-party services.

- Managed teams to successfully release 5 software products on multiple platforms.
- Crafted technical documents for VC presentations, securing additional investments.
- Architected frontend, mobile, and backend projects using React, Next.js, and Flutter.
- Designed auto-scalable deployments using AWS & Fargate, integrating third-party services.

Applications released:
 - Web Application
 - The apps have been removed from stores; however, I'm available to share or showcase these applications upon request.

Bayzat
Ankara/Dubai (Remote)
Software Engineer / Software Architect · Feb. 2017 to Feb. 2020
Developed and migrated infrastructure and backend from PHP to Kotlin, incorporating AWS for automated deployments. Designed RestFul PHP backend and transitioned it to Kotlin. Created a queueing system using AWS SQS. Acted as Software Architect, leading various improvements and innovations.

- Developed and migrated infrastructure and backend from PHP to Kotlin.
- Designed and transitioned RestFul PHP backend to Kotlin.
- Created an efficient queueing system using AWS SQS.
- Played a key role as Software Architect, leading improvements and innovations.

OpsGenie
Software Engineer · Oct. 2015 to Jan. 2017
Implemented features and improved code quality for a distributed SaaS product. Developed features utilizing Java and AngularJS, enhancing UI and functionality. Researched, evaluated, and implemented Elasticsearch 2.0+ for internal usage. Designed and implemented a robust search functionality. Re-architected microservices-oriented RESTful API with Spring MVC.

- Implemented features and enhanced code quality for a distributed SaaS product.
- Developed features using Java and AngularJS, improving UI and functionality.
- Researched, evaluated, and implemented Elasticsearch 2.0+ for internal usage.
- Designed and implemented a robust search functionality.
- Re-architected microservices-oriented RESTful API using Spring MVC.

Navek
Software Engineer · Feb. 2015 to Sept. 2015
Enhanced mobile application and web services structure. Refactored data structures and API calls. Developed Android client application and added features to web client.

- Improved mobile application and web services structure.
- Refactored data structures and API calls for enhanced efficiency.
- Developed Android client application for improved user experience.
- Added new features to the web client to enhance functionality.

BeeSquare
Software Engineer · June 2014 to Jan. 2015
Revamped the backend system of a published game. Developed RESTful server using Java and Spring. Created admin tool web UI using Vaadin framework. Configured Jenkins for continuous integration.

- Revamped backend system of a published game for improved performance.
- Developed RESTful server using Java and Spring to enhance functionality.
- Created admin tool web UI using Vaadin framework for streamlined management.
- Configured Jenkins for continuous integration, optimizing deployment processes.

Peak Games
Software Engineer · Jan. 2013 to Jan. 2014
Joined the team during my final university internship and continued as a full-time Software Engineer. Contributed to the development of two successfully released game titles as a game engine developer. Leveraged AS3, the Robotlegs framework, and our proprietary game engine to enhance game mechanics. Pioneered an automated hack prevention system using AS3 to ensure fair gameplay, and facilitated game refactoring for mobile platforms using Adobe Flex and Adobe Air. Developed platform-specific native extensions compatible with Adobe Air.

- Joined as a university intern and transitioned to a full-time Software Engineer role.
- Contributed to the development of two successful game titles as a game engine developer.
- Utilized AS3, the Robotlegs framework, and a proprietary game engine to enhance gameplay experiences.
- Innovated an automated hack prevention system with AS3, maintaining game fairness by validating sessions.
- Led the refactoring efforts to enable game functionality on mobile platforms using Adobe Flex and Adobe Air.
- Developed platform-specific native extensions tailored for Adobe Air compatibility.

Corvitro
Part Time Software Engineer · Sept. 2010 to May 2011
Embarked on my first university internship at Corvitro and continued as a part-time engineer for an additional 6 months. Leveraged Wireshark to analyze and decode network packages from established applications. Meticulously documented analysis results and created a proxy network simulation environment to dissect packages originating from proxy networks. Conducted comprehensive testing by decrypting diverse network package types using debugging tools. Provided detailed bug documentation for effective troubleshooting and resolution.

- Initiated my university journey with an internship at Corvitro, extending my role to part-time engineer for an additional 6 months.
- Applied Wireshark to effectively analyze and decode network packages of well-known applications.
- Systematically documented results of network analysis to ensure clear understanding and future reference.
- Created a proxy network simulation environment to scrutinize packages originating from proxy networks.
- Conducted rigorous testing involving decryption of various network package types, utilizing debugger tools.
- Thoroughly documented identified bugs, offering in-depth insights for precise issue resolution.