

KAAN BASAL

Senior Software Engineer

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SUMMARY

As a Senior Software Engineer with over a decade of experience and proven leadership capabilities, I have driven the successful release of innovative software products across multiple platforms, securing additional VC investments and optimizing team productivity. My expertise in full-stack development, combined with a keen ability to adopt new technologies and streamline processes, has consistently resulted in scalable and high-performing systems. Known for my leadership skills and strategic thinking, I excel in fast-paced environments, delivering solutions that exceed business goals and client expectations.

PROFESSIONAL EXPERIENCE

Senior Software Engineer 10/2023 - 05/2024
Hiccup Remote

- Resulting in enhanced user engagement, developed a user-friendly admin dashboard for e-commerce operations using **React** and **Material UI**.
- Enhanced inventory management by developing a mobile app with **Flutter**, integrating custom thermal printing for labels.
- Built robust backend APIs for the admin dashboard using **Kotlin** and **Micronaut**, ensuring smooth and reliable system performance.

Engineering Manager 01/2022 - 10/2022
Gloria Football Remote

- Orchestrated application rewrite and new feature integration, pivotal in Gloria Football's acquisition by One Football within six months by orchestrating application rewrite and new feature integrations.
- Acted as Architect and Developer, utilizing **Flutter**, **NextJs**, and **Kotlin** to revamp mobile and web platforms, ensuring seamless user experience.
- Managed and mentored a team of 5 developers, fostering collaboration and meeting project milestones.
- Served as a bridge between development and product & design teams, providing technical insights for UX enhancements and decision-making.

Engineering Manager 01/2021 - 08/2023
Yela Remote

- Led the establishment of the engineering team following a \$2M seed round VC backing for the startup.
- Managed the hiring and on-boarding of four developers, building a cohesive team to execute the company's vision.
- Architected cutting-edge technologies, including two mobile applications leveraging **Flutter** and web applications powered by **Next.js/React**.
- Orchestrated the development of a robust backend infrastructure utilizing **Kotlin** within a serverless environment.
- Automated deployment processes using **AWS CDK**, ensuring efficient and reliable deployment of applications on **AWS ECS & AWS Lambda**.
- Managed the development team to successfully implement and release all applications within a six-month timeline, subsequently focusing on continuous improvements later on.
- Engaged in all aspects of the development process, from product decisions to UX and marketing considerations, serving as a crucial link between product & design and the development team.



EDUCATION

B.Sc. in Computer Engineering (Full Scholarship)

TOBB University of Economics and Technology
2008 - 2013
GPA | **3.10** / 4.00

SKILLS

Languages
Typescript · Dart · Java · Kotlin · Python · PHP

Frameworks & Libraries
React · NextJS · NestJS · Flutter · Spring Boot · Micronaut · CSS-in-JS · TailwindCSS

Databases
MySQL · PostgreSQL · MongoDB · Elasticsearch · Redis

Tools & Technologies
RESTful API · GraphQL · Terraform · Ansible · Docker · Git · Github

Cloud Tools & Platforms
AWS CDK · AWS EC2 · AWS Lambda · AWS RDS · AWS API Gateway · AWS ECS · AWS SQS · Vercel · Firebase · Sanity · Supabase

Eager to Explore & Master
Go · Rust · Ruby · TensorFlow · PyTorch · LangChain

PROFESSIONAL EXPERIENCE

Senior Software Engineer / Architect

02/2017 - 02/2020

[Bayzat](#)

Remote

- Addressed critical architectural deficiencies and implemented robust solutions to enhance system performance and reliability.
- Architected the backend system using **PHP** to emulate the structure and benefits of Kotlin + Spring, enhancing scalability and maintainability while preserving the existing frontend.
- Guided the DevOps team to implement a comprehensive CI/CD pipeline, ensuring efficient development and deployment processes.
- Conducted thorough codebase analysis and cross-team collaboration to extract requirements, ensuring alignment with business goals in the absence of formal documentation.
- Led the successful redesign and full implementation of the new system within six months, followed by a strategic migration to **Kotlin**.
- Delivered a lasting impact by creating a resilient architecture still in use today, demonstrating long-term value and sustainability.

Software Engineer

10/2015 - 01/2017

[OpsGenie / Atlassian](#)

On-Site

- Contributed to the development, deployment, and monitoring of backend features for high-performance systems.
- Architected and implemented a robust **RESTful API** for the alerting system using Java and Spring, significantly enhancing functionality and integration.
- Developed a versatile **Python** CLI for the new API, streamlining user interactions and automation processes.
- Engineered a custom language with **ANTLR** to elevate the search mechanism, substantially improving system efficiency and user experience.
- Leveraged a comprehensive suite of **AWS services (EC2, SQS, SES, SNS, DynamoDB, RDS)** to deliver scalable, reliable solutions tailored to business needs.

Junior Software Engineer

01/2013 - 01/2014

[Peak Games](#)

On-Site

- Started career as Junior Developer at Peak Games, focusing on game engine development and server-side anti-cheat mechanisms.
- Developed a server-side version of the game to detect cheaters by synchronizing user behaviors and identifying discrepancies between client and server sessions.
- Modified codebase to replace randomized variables with seeded-random ones and removed rendering mechanisms for accurate and faster server-side simulations.
- Assisted in feature implementation, troubleshooting, deploying fixes, and monitoring production performance.

ADDITIONAL EXPERIENCE

Senior Software Engineer

09/2022 - 01/2023

[Fractal Homes](#)

Remote

Software Engineer

02/2015 - 09/2015

[Navek](#)

On-Site

Software Engineer

06/2014 - 01/2015

[Bee Square](#)

Remote

Software Engineering Intern

09/2010 - 05/2011

[Corvitro](#)

On-Site