Sarp Kavalcioglu

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Experience

Full Stack Developer - *LumiQ*   Jul. 2021 – Present
Contributed to the continuous development of a professional education platform for finance professionals.

- Utilized React and React Native extensively to implement and maintain responsive front-end applications.
- Engineered the client app network layer from scratch using Redux Saga, seamlessly integrated with a PostgREST API.
- Expanded the functionality of Node.js microservices running on Docker and Kubernetes.
- Played a pivotal role in a major overhaul to facilitate the U.S. expansion of the company.
- Collaborated closely with UI/UX designers to implement visually appealing and intuitive user interfaces.
- Proactively identified and addressed technical debt, ensuring long-term maintainability and scalability of the codebase.
- Mentored junior developers, facilitating knowledge sharing and fostering a culture of continuous learning.

Full Stack Developer - *Modiface*   Jun. 2019 – Aug. 2020
Contributed to the development of a Content Management System used by international beauty brands.

- Employed a robust tech stack with frameworks like Laravel and Vue.js.
- Maintained and expanded a RESTful API based in PHP with an Eloquent ORM interface.
- Actively participated in team code reviews and mob programming sessions.
- Worked in a fast-paced development cycle with an automated CI/CD pipeline.

Programming Instructor - *Real Programming 4 Kids*   Jul. – Sep. 2018
Delivered engaging programming and game development classes to a diverse group of students.

- Instructed using multiple languages, including Visual Basic and Java, providing students with a comprehensive understanding of programming concepts.
- Effectively managed classrooms with students possessing varying levels of knowledge, tailoring teaching methods to accommodate individual learning styles and paces.
- Provided hands-on support by debugging student code, offering constructive feedback, and guiding students in implementing additional features to enhance their programming skills.

Education

Computer Engineering - Bachelor of Applied Science   Sep. 2016 - May 2021
University of Toronto – Department of Electrical and Computer Engineering

XR Development with Unity   Oct. 2022 - Dec. 2022
University of Toronto – School of Continuing Studies

- Completed a 10-week, project-oriented program on VR/AR development using the Unity engine.

Projects

Windows XP Screensaver Reimagining   Sep. 2023
Recreated iconic screensaver animations from the Windows XP operating system using Three.js.

- This personal project aimed to blend nostalgia with modern web technologies, showcasing a passion for interactive design and creative programming.
- Leveraged the capabilities of Three.js to bring the static screensavers to life with dynamic and interactive 3D graphics, enhancing the user experience

Tissue Histology Annotation - *University of Toronto – Atlas of Digital Pathology*   Sep. 2020 – May 2021
Engineered a web-based image annotation tool for computational pathology research.

- Developed dynamic and responsive pages using HTML, CSS and Javascript.
- Constructed and iteratively expanded a MySQL database.
- Prepared frequent reports and presentations for faculty members.

Combat Robot Design - *University of Toronto Robotics Association - Combat Team*   Sep. 2018 – Mar. 2020
Led a student team in building a 30lbs remote controlled combat robot.

- Competed in RoboBrawl 2019 at UIUC and ranked 8th place out of 30+ teams.
- Managed logistics and oversaw electrical/mechatronic design.

Skills

Programming Languages
 JavaScript (ES6), HTML, CSS, SQL, PHP, Python, C++, C#

Tools, Platforms & Misc.
 Docker, Kubernetes, Firestore, Sequelize, GraphQL, PostgREST, Google Cloud Platform, Git, GitHub, Agile Development, JIRA, Sentry, Logz.io, Logrocket, Codefresh, Jenkins, Intercom, Unity

Frameworks & Libraries
 React, React Native, Redux, Vue.js, Vuex, Node.js, MySQL, PostgreSQL, Three.js, Jest, Laravel

Languages
 Turkish (native), English (professional)