

# Sarp Kavalcioglu

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## Experience

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### Senior Software Developer - LumiQ

Jan. 2025 – Present

### Full Stack Developer - LumiQ

Jul. 2021 – Jan. 2025

*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 RTK Query, 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

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### 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

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### 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 my interest in creative programming.
- Leveraged the capabilities of Three.js to bring the static screensavers to life with dynamic and interactive 3D graphics

### 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.

*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

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### Programming Languages

Javascript, Typescript, HTML, CSS, SQL, C++, C#, PHP

### Frameworks & Libraries

React, React Native, Redux, Node.js, PostgreSQL, Three.js, Vue.js, Vuex,, MySQL, Laravel

### Tools, Platforms & Misc.

Docker, Kubernetes, Firebase, Sequelize, GraphQL, PostgREST, Google Cloud Platform, AWS, Git, Sentry, Datadog, Logrocket, Codefresh, Sentry, Stripe, Unity