OGUZHAN CAKMAK

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EXPERIENCE

Mobile Game Developer *Mynet, Inc*
June 2016 - August 2017
- Maintained, improved, updated, upgraded, and released native iOS applications with more than 4 million downloads and more than a hundred thousand monthly players
- Worked with PHP, SQL, C#, and Javascript in a self-driven agile development environment.

iOS Developer *JooySoft*
September 2015 - June 2016
- Designed, built, deployed, tested, and released two iOS applications, contributed three different projects

Software Engineer Internship *AirTies Wireless Networks*
June 2015 - July 2015
- Led a team of four engineers to design and build an electrical model car that is operated by a Raspberry Pi, which streams video in real-time and sends coordinate data in peer to peer manner, which is controlled and monitored by Android device

Engineer Officer *Turkish Naval Forces*
August 2011 - June 2015
- Coordinated periodic maintenance and repair of all the mechanical and electronic parts on the ship, including Decca Marine Radar and MTU Marine Engine

EXPERTISE

Objective-C, Swift, C#, Ruby on Rails, JavaScript, Ruby, RSpec JQuery, React, Redux, PostgreSQL, SQL, Git, HTML5, CSS3

EDUCATION

AppAcademy, New York, 2017
1000 hour coding intensive program, <3% acceptance rate

Bogazici University, Istanbul, 2017
*Master of Science-Computer Engineering
Completed-Coursework: Data Structure and Algorithms, Software Engineering, Operating Systems, Database Systems, Machine Learning, Machine Translation, Artificial Intelligence, Natural Language Processing*

Turkish Naval Academy, Istanbul, 2011
Bachelor of Science- Naval Architecture and Marine Engineering

PORTFOLIO

Canak Okey **Available on App Store**
A digital version of the traditional Middle Eastern board game created using Objective-C and Swift

- Created new profile screen, enabled gamification with implementing achievements which increased the user retention by 10%, built animations to enhance UX. Objective-C; Swift
- Used CoreData, SpriteKit. XIBs, 3d Touch, and UIKit animations to develop achievements, in-app-purchases, and campaigns

101 Okey **Available on App Store**

Innovative board game implemented in Objective-C

- Integrated animations, gamification techniques, and achievement, and other social interactions into 'Okey 101', and helped boost ARPPU by 35% for three months
- Implemented freemium chat between players via plain sockets; Utilized CoreData to persist data; Used push notification to inform players
- Updated login with modern practice and implemented login via Facebook
- Reduced code base by 5% in 4 weeks through code refactoring

UniBrow **Github**
Minimalist social media app using only Swift

- Built a minimalistic social media app using only Swift, that users can share their updates, photos and locations
- Allows user to manage their profile settings, scroll on their newsfeed, block other users and their content, zoom in/out on a picture, delete/edit their own content, and like the content that shared by other users

Kekocho **Live Site** | **Github**
Single-page web application for asking and answering questions inspired by Quora created using Ruby on Rails, Redux, and React

- Secured user data using BCrypt for password hashing and SecureRandom for session tokens with a customized authentication system
- Combined multiple AJAX requests to optimize data-fetching costs
- Provided smooth user experience by applying responsive design techniques using CSS3