

OKAN KOCA

SOFTWARE ENGINEER

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Paris

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<https://github.com/nyzss>

PROJECTS

Transcendence

Final project of 42's common core, creating a multiplayer Pong platform. Built with vanilla JavaScript for the frontend, Django and REST framework for the backend, and containerized with Docker for consistent deployment.

Web Server

Developed a fully functional HTTP/1.1 server in C++ with non-blocking I/O and a custom JSON parser. Implemented a GitHub deployment system with automated builds, tests, and code reviews, ensuring stability through extensive unit testing.

Le Musée Digital

Built for an OpenAI hackathon, this mobile-friendly art guide was developed with React and styled using Tailwind CSS. It features voice interaction, camera-based artwork recognition, and real-time responses powered by OpenAI's API, allowing users to receive instant details and ask questions about artworks on-site.

EDUCATION

Ecole 42

Computer Science
2024 - present

WORK EXPERIENCE

Monteur

LTI / nov. 2023 - may 2024

Manœuvre

DODIN CAMPENON BERNARD / june 2023 - august 2023

ABOUT ME

I'm a developer focused on building practical, reliable solutions across the tech stack. I approach each project as an opportunity to learn and improve through hands-on experience.

SKILLS

- Databases
- Networking basics
- Unit testing
- Integration testing
- Critical Thinking
- Time management
- Self Learning

TECHNICAL SKILLS

- Typescript / Javascript
- React / NextJS
- Nodejs
- Python
- C/C++
- Rust

LANGUAGES

English	Fluent
French	Native
Turkish	Native