



Oğulcan Kahraman

COMPUTER ENGINEER

Contact

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About Me

Complex problem-solver with analytical and driven mindset. Dedicated to achieving demanding development objectives according to tight schedules while producing impeccable code. Detail-oriented team player with strong organizational skills. Ability to handle multiple projects simultaneously with a high degree of accuracy.

Education

Computer Engineering
Ege University - Izmir

Skills

- React
- C#
- Java
- Flutter
- Python
- SQL
- JS
- HTML and XML

Experience

- Game Designer** 2020-06 - 2020-08
Masomo
 - Contributed to all stages of mobile game development, from design to maintenance, gaining comprehensive experience across departments.
 - Managed projects to completion on time and within budget while maintaining high-quality standards.
 - Enhanced user experience through regular updates and optimizations during the maintenance phase.
 - Delivered innovative solutions by staying updated on industry trends and technologies.
 - Fostered collaboration and smooth coordination across teams, ensuring successful project outcomes.
- Game Developer** 2021-11 - 2022-01
FenoTech
 - Successfully published a mobile game using Flutter while leading a small team and managing operations.
 - Promoted collaboration and innovation by enabling team members to create their own games within the same framework.
 - Ensured smooth execution through clear communication, implemented best practices, and enhanced project quality and performance.
 - Fostered a positive and creative team environment by encouraging new ideas and solutions.
 - Guided the team through challenges, ensuring timely delivery of successful and unique game projects.
- Software Engineer** 2022-06 - 2023-07
YapıKredi Technology
 - Gained long-term experience working on CRM systems and contributed to all phases of software development, from requirements gathering to maintenance.
 - Collaborated with business units to deliver technical solutions and participated in major projects recognized as key company initiatives.
 - Utilized diverse technologies, including Java, React, SQL, Spring Boot, and Angular, while adapting to various frameworks as needed.
 - Ensured high-quality development by following best practices and fostering teamwork within a large-scale company environment.
 - Contributed to software improvement by enhancing functionality, performance, and overall project outcomes.
- Automation Engineer** 2023-07 - 2024-06
YapıKredi Technology
 - Developed automation solutions using UiPath and managed end-to-end project processes, from initiation to deployment.
 - Completed numerous projects, took on leadership responsibilities, and ensured successful outcomes despite a smaller team size.
 - Enhanced communication and people management skills by coordinating with team members and handling project handovers effectively.
 - Gained expertise in crisis management by resolving challenges quickly and maintaining project continuity.
 - These experiences strengthened my skills in project management, automation, communication, and team leadership.
- Full Stack Developer** 2024-06 - Today
Znr Tech
 - I have been serving as the Lead Developer at this newly established startup since its inception.
 - As a company, we provide services focused on creating corporate identities for brands and developing automation solutions for businesses.
 - My primary focus is on automation engineering, where I develop innovative applications to streamline business processes.
 - Due to our small team structure, I also take on the role of a Full Stack Developer when needed, supporting all stages of projects.
 - I am responsible for building the company's technical infrastructure, optimizing processes, and delivering tailored solutions to meet client needs.