

Version 6.1

Updated on **Feb 5, 2018**
Latest version could be found
at oguzgelal.com/cv

Info

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Links

oguzgelal.com

linkedin.com/in/oguzgelal

facebook.com/oguzgelal

github.com/oguzgelal

Skills

React

React Native

Redux

Node.js

Vue.js

Angular

Angular.js

RxJS

Ionic / Ionic 2

Meteor.js

GraphQL

Javascript

Java

Scala

PHP

SQL

OGUZ GELAL

Software Developer

Objective

Maintaining my academic success along with
my professional career.

Education

Vrije Universiteit Brussel
Master's in Computer Science
Brussels
Sep 2016 - Present

Ozyegin University
Bachelor's in Computer Science
Istanbul
Sep 2011 - Jun 2015

- 100% scholarship received from the significant achievement obtained on the "Computer Games Workshop 3"
- Graduated with a 3.27 GPA (on a 4.0 scale) - Received an honor certificate

Employment History

MarketMuse
Full Stack Engineer
Boston (Remote)
Oct 2015 - Present

- Making technical and architectural decisions
- Maintaining and improving the old platform (Front-end / Angular.js)
- Implementing, maintaining and improving the new platform (Front-end / React), the websocket server (Backend / Node.js, socket.io), the GraphQL server (Backend / Node.js, GraphQL, Lambda functions)

Toptal
Full Stack Developer
Remote
Oct 2015 - Present

- Participating in Toptal community where only best 3% of the engineers get accepted
- Working with top notch clients from all over the world

Sonne & Nielsen
Front end Developer
Copenhagen (Remote)
Sep 2016 - Present

- Enhancements and maintenance of multiple products using Ionic, Ionic 2, Angular.js, Angular

SynDcate
Front end Developer
Toronto (Remote)
Oct 2015 - Sep 2016

- Developed an Android & iOS application using Ionic, Cordova, Angular.js (Front-end), PHP (Backend)

Webrazzi
Full Stack Developer
Istanbul
Jul 2015 - Oct 2015

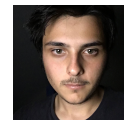
- Developed a sophisticated statistical tool to monitor Wordpress sites

Cubic.fm
Front end Developer
Istanbul
Sep 2014 - Jun 2015

- Implemented and maintained the Front-end
- Developed a Chrome extension

Ozyegin University
Teaching Assistant
Istanbul
Feb 2012 / Jul 2014

- Assisted students with understanding and applying the basics of Processing language
- Took an active role in supporting students to debug their games
- Developed a sample TETRIS and Shooting Game for students to take as an example



Internships

Netas
Software Developer
Istanbul
Jun 2014 - Sep 2014

- Played an active role in developing and debugging the EXPERIUS software.

4W Technologies
Software Developer
Chennai
Jun 2013 - Sep 2013

- Learned Cache Object Script.
- Built a console chess game and developed a web interface to several console Cache applications.

Mevki Software
Software Developer
Izmir
Jun 2012 - Sep 2012

- Implemented plugins for the WHMCS software
- Helped with companies ongoing web development

Projects

Virtual 2017

- A front-end framework for creating websites in Virtual Reality using nothing but HTML and CSS (and optionally Javascript)
- github.com/oguzgelal/wirtual

Semantic Relevance Visualisation 2017

- An app powered by cortical.io, that generates a heatmap visualisation of how relevant a given text is within itself
- github.com/oguzgelal/semavis

Processing Introductory Articles 2016

- Authored two introductory articles on the Processing Language, which later got published in Toptal Engineering blog
- <https://www.toptal.com/game/ultimate-guide-to-processing-the-fundamentals>
- <https://www.toptal.com/game/ultimate-guide-to-processing-simple-game>

Social Surf 2015

- Built a Cloud based web application which allows users browsing the same webpage to have an instant chat
- This project won first place in an entrepreneurship contest held on July 2015 in Istanbul
- github.com/oguzgelal/socialsurf

SemantJS 2015

- Developed a free and open source Javascript library for building Semantic Web and Linked Data applications
- github.com/oguzgelal/semanticjs

Passer 2015

- A simple password manager solution
- github.com/oguzgelal/passers

References

Available upon request