OGUZ KAAN DERE

Full Stack Developer

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🌐 oguz-portfolio.vercel.app/ github.com/ogzkaann in linkedin.com/in/oguz-kaan-dere

Summary

Full Stack Developer with a Master's degree in Computer Science, specializing in JavaScript, TypeScript, and modern web frameworks like Angular and Vue.js. Extensive experience in developing robust applications for the defense industry and leading full-stack projects utilizing Node.js, Vue.js, and PostgreSQL. Passionate about delivering scalable and innovative software solutions in dynamic environments.

Education

MSc in Computer Science
Baskent University
Feb, 2022 - Dec, 2024

BSc in Biomedical Engineering
Baskent University
Sep, 2015 - Jul, 2020

Technical Skills

Programming Languages: Java, JavaScript, TypeScript, Python,
Frameworks/Libraries: Angular, React, Vue.js, Node.js, SpringBoot, Hibernate,
Databases: PostgreSQL, MongoDB,
Tools: Git, REST APIs, Maven, GlassFish,
Other: HTML5, CSS, Agile Methodologies

Languages

Turkish (Native), **English** (B2), **German** (A2)

Certifications

- Certified Web Professional-Web Developer
- Java Development Certified Professional

Work Experience

Ekinoks Software   Dec, 2022 - Present
Full Stack Developer

- Led the development of reusable Angular components, reducing code redundancy by 40% and improving site loading speed by 30%.
- Wrote 100% of the unit tests using Jasmine, ensuring a 95% code coverage, and developed custom scripts for automated test reporting, which improved bug detection efficiency by 50%.
- Designed and implemented a full-stack application with Vue.js, Node.js, Fastify, and PostgreSQL, optimizing backend processes to handle 60% more concurrent users.
- Developed reusable code templates and standardized schemas, reducing development time by 70% and improving team productivity by 35%.
- Improved CRUD operations' efficiency, decreasing backend response times by 40%, resulting in a smoother user experience and reduced server load.

Fonet Software   May, 2021 - Nov, 2022
Full Stack Developer

- Enhanced database transaction speed by 20% through optimized query structures and indexing, leading to faster access to critical patient data.
- Developed 8 reusable modules for hospital management applications, reducing future development time by 50% and ensuring a consistent coding standard across the platform.
- Contributed to a 15% increase in application performance, reducing average load times and improving user satisfaction.
- Facilitated seamless collaboration between front-end and back-end teams, enabling the rapid deployment of features with a 98% success rate on initial deployment.

ATOM - METU   Jul, 2019 - Aug, 2020
Game Developer

- Utilized Unity 3D and 2D engines, improving game performance by 25% and reducing memory usage by 40% through the implementation of advanced techniques such as "Object Pooling" and "Asset Bundling".
- Developed and deployed 3 mobile games, Conducted cross-device testing on 20+ different devices, achieving a 95% compatibility rate and ensuring a consistent user experience across platforms.
- Reducing loading times by 30%, drove project management and team coordination, reducing project delivery times by 20%.