

Onur Altıntaş

Software Engineer

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Talented Software Engineer has professional experience over three years who graduated from Computer Engineering. Detail-oriented and motivated to stay on task, meet timelines and accomplish goals. Strong analytical and organizational skills within Web Development industry. Fluent in Java, Go and JavaScript/TypeScript programming languages used to develop software within Frontend and Backend. Complex problem-solver with analytical and driven mindset. Proud team player focused on achieving project objectives with accuracy.

Work History

2023-12 - 2024-03

Freelance Fullstack Software Engineer

Self-contracted

- Mostly dealing with Golang and Node.js backend endpoints.
- Working on database design problems especially for clients who asks scalable and as simple as possible app.
- Touching some frontend problems (React CSR)
- Exercising on Sveltekit (self-curiosity)
- Researching about AI especially implementations on web technologies.

2023-01 - 2023-09

Full-stack Software Engineer

Herogi Company

- Designed and implemented scalable application programming interfaces.
- Consulted about JVM(Java Virtual Machine), java web frameworks like Spring/Spring Boot, Open and Java, Scala,Go,JavaScript/TypeScript programming languages.
- Adopted engineering best practices and delivered highest quality scalable solutions.
- Paired with fellow engineers to brainstorm ideas, debug problems and review code.
- Gained experience about system architect, how to develop scaled performant application using monolith (vertical scale) and microservice (horizontal scale) architectures.
- Performed development, debugging, optimization and automation to support implementation of products and applications.
- Gained experience about database technologies such as MySQL, PostgreSQL as SQL, Cassandra, Redis, MongoDB as NoSQL.
- Gained experience about CI/CD (Cloud Integration and Development) like GitHub Actions, Circle CI and Jenkins
- Gained experience about cloud computing platforms, especially AWS(Amazon Web Services).

2021-07 - 2022-12

Junior Software Engineer

Herogi Company

- Worked to improve Herogi that makes automated workflows for fast moving customer data.
- Worked on how to decide large client side application's software architecture, designing backend Api, creating database queries etc.
- Consulted with engineering team to determine how to develop improvement and feature plans.
- Gained experience about agile software engineering principles like stand-ups, planning sessions, sprints and pair programming.
- Used software development tools like Git, Bitbucket, Jira , Slack, Teamcity etc.
- Worked on monitoring application like Grafana to get alert and fix errors.
- Made migration of application ui from legacy Angular ui to modern React ui for designing simple views for each state in application.
- Worked on Redux library to manage React state management so that we can make easily debug, test and run different environments.

2021-01 - 2021-06

Software Engineering Intern

Herogi Company

- Collaborated with software engineers to develop and test application procedures for system efficiency.
- Prepared and submitted reports and other documentation to assist development team members.
- Demonstrated time management, organizational, prioritization, and planning skills by successfully handling tasks, projects and priorities.
- Worked on mostly modern web development. Technologies like Html, Css and libraries, JavaScript, TypeScript and functional programming.

2019-02 - 2019-03

IT Software Engineer Intern

Eczacıbaşı , Eskişehir

- Supported student learning objectives through personalized and small assistance.
- Working with internal and external network devices setup and configuration.
- Achieved desktop app by designing and implementing database connected data formatting app project during internship.
- Used SAP to achieve paper documents electronically, increasing usability and office organization.

Education

2016-09 - 2021-06

Bachelor of Science: Computer Engineering

Eskişehir Osmangazi University - Eskişehir Turkey

2011-09 - 2015-07

High School Diploma

Kırşehir Anatolia Teacher High School - Kırşehir Turkey

Languages

Turkish	Excellent
English	Very Good

Skills

Java	
Go	
JavaScript / TypeScript	
React / React Native	
Spring / Spring Boot	
System Architecture / Scalable Apps	
Database Management and Technologies	
Client presentation	
Programming Life Cycles / Agile-Scrum	
Flexible and Adaptable	
Teamwork and Collaboration	
Interpersonal Communication	
Active Listening	

Certifications

- Udemy - Javascript-advanced
- Udemy - Spring-framework5-beginner-to-guru
- Udemy - Spring Boot Microservices with Spring Cloud Beginner to Guru
- Udemy - Silirdan React ve Context Api
- Udemy - Devops Fundamentals - CI/CD with AWS+Docker+Jenkins
- Udemy - Scala Functional Programming Essentials
- Youtube, Stackoverflow and other platforms resources
- Udemy Golang Complete Developer's Guide

Self Projects

- Sveltekit e-commerce frontend with SSR
- Golang e-commerce monolith backend with Postgres NoSQL
- Spring Boot monolith to microservice Chat App Full-Stack
- Spring Boot monolith Blog App Backend
- Spring Boot microservice Blog App Backend
- Spring Boot Event Ticket Generator Monolith Backend
- React-Redux Event Ticket Generator Frontend
- Java - Swing Secure Password Store - Generator
- Go Simple Notebook CLI - CSV store
- Go-Fiber monolith Blog App Backend
- Firebase Simple Chat App Backend
- React-Redux Simple Chat App Frontend
- Python-C# Job Hunter Web Crawler Backend
- JS canvas multiplayer Agar.io like game

Accomplishments

- Tubitak 2209-A University Students Research Projects Support Program 2020. Our project name Emotion Recognition by Thermal Camera has been supported.