

Onur Bora Akman

Developer/Engineer



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(Open to Relocate)



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EDUCATION

Master of Science in Computer Science - Grand Canyon University

June 2022 - December 2023

Cumulative GPA: 4.00/4.00

Bachelor of Science in Software Development (Minor in Cybersecurity) - Grand Canyon University

August 2018 - April 2022

Cumulative GPA: 3.91/4.00

TECHNICAL SKILLS

Programming Languages

Javascript, Typescript, Java, C, C++, C#, Python, HTML5, CSS3, SASS, jQuery, PHP, SQL

Frameworks

React.js, Next.js, Angular.js, Vue.js, ASP.NET, .NET Core, Laravel, Express.js, Node.js, Spring Boot, Spring, Bootstrap, Bulma

Databases

MongoDB, MongoDB Atlas, MySQL, MariaDB, PostgreSQL

Cloud

Heroku, Amazon Web Services, Google Cloud Services, Microsoft Azure

Other

Unity, Android, Docker, Kubernetes, REST, SOAP, XML, AJAX, Prismic CMS, MVC, OOP, Linux, CI/CD, Kanban, Agile, Scrum, NoSQL, Data Structures, Git/Version Control, Github

OTHER SKILLS

- Time Management
- Ability to Work Under Pressure
- Teamwork
- Resourcefulness
- Researching
- Hardworking
- Risk Management
- Adaptability
- Attention to Detail
- Planning
- Problem Solving
- Math
- Project Lifecycle Management
- Microsoft Office
- Quick Learner
- Ability to Lift Heavy
- Risk Management
- Bilingual (English and Turkish)
- Statistics
- Critical Thinking
- Data Analysis

WORK EXPERIENCE

Thomson Reuters - Frontend Engineer (Contractor) - Remote

May 2022 - Present

- Worked on developing webpages following agile methodology with Jira tool
 - Created sections using Prismic CMS (Content Management System)
 - Created components and pages using Next, React, and Prismic libraries
 - Used Next.js and React.js to improve rendering of the webpages
 - Developed code to fetch data from Prismic CMS
 - Implemented interactive and responsive web pages with Javascript and Sass
 - Used GIT as a project version control tool to commit and check code
 - Pitched ideas on how to improve the code and use the best practices in the industry
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PROJECTS

Gameable - Senior Project

Grand Canyon University - Bachelor of Science in Software Development

- Created a backend API using Spring Boot
- Hosted both backend and frontend on Heroku Cloud Platform
- Created real-time matchmaking system among gamers
- Created a frontend using React and best industry standards
- Designed a user interface using Sass and Bootstrap
- Designed fully interactive and responsive web pages
- Successfully developed code to interact with backend API with CRUD (Create, Read, Update, Delete) methods
- Used Postman in the development of the backend
- Successfully monitored the application uptime using Uptime Robot
- Implemented React Context API to store globally accessible data within the application
- Created login and registration forms
- Implemented an Admin Panel
- Created various diagrams to help with the planning and development (More information regarding the diagrams and development process can be found in onurboraakman.herokuapp.com)
 - ER Diagram
 - Physical and Logical Solution Designs
 - Flowchart
 - Sitemap
 - UML
 - Wireframes
- Used GIT as a project control tool to commit and check code
- Followed an agile work environment standard to continuously develop code in sprints
- Created and hosted a database using MongoDB Atlas
- Used various Node.js libraries and packages to help with the development of the application
- Created API documentation using Swagger
- Created a list of functional and non-functional requirements