

## ONUR ARIKAN Software Developer

Gdynia, Poland

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I am a Software Developer with 3 years of experience, seeking a role in IT with a Poland-based company. I hold a long-term work permit, work visa and live in Gdynia. Proficient in Python, Django, and PostgreSQL, with hands-on experience in designing and optimizing RESTful APIs. My strong personal connection to Poland makes me committed to building my future here. I am continuously improving my Polish language skills (B1/B2), and I bring adaptability, effective communication, and a strong team-oriented mindset to every project.

## **WORK EXPERIENCE**

**Application Programmer** Euro-Projekt Grzegorz Latecki, Gdańsk, Poland

2025 April - present

Technologies: Python, Dynamo

- Wrote automation scripts using Python for engineering programs like Dynamo to streamline repetitive tasks and improve design workflows.
- Collaborated with engineering team to develop custom solutions that enhance productivity and ensure consistency across project deliverables.

**Software Developer** 

2024 September - 2025 April

TechNarts, Ankara, Turkey

Technologies: Python, Django, Django REST Framework, Redis, RabbitMQ, Kafka, Docker, Channels, React.js, Rancher, PostgreSQL

- Worked on Django and REST API to support device communication, configuration, and data retrieval.
- Utilized background tasks with Redis, RabbitMQ, and Kafka to handle asynchronous data processing and event handling.
  Assisted in managing containerized environments using Docker and Rancher, and maintained PostgreSQL for structured device and log data.
- Maintained a Network Management System (NMS) for real-time monitoring, alarms, logs, and remote updates of fuel station devices.

**Software Developer** MRC Türkiye, Ankara, Turkey 2024 February - 2024 September

Technologies: C#, Python, WinForms

Developed Python software to analyze annual benchmark data and generate KPI reports for electricity distribution companies. Built a Spatial Load Forecasting (SLF) application using C# and WinForms, implementing verification algorithms to ensure data accuracy. Designed and executed imputation strategies for handling missing data in SLF models, improving the reliability and precision of the forecasts.

**Backend Developer** Parabol, Ankara, Turkey 2023 May - 2024 January

Technologies: Python, REST APIs, GTFS, Pandas, FastAPI, PostgreSQL

Designed and implemented backend solutions to optimize public transportation using GTFS data. Developed algorithms for route-based stop generation and origin-destination analysis, created RESTful API endpoints for seamless data access. Built backend architecture with FastAPI.

2023 March - 2023 December **Python Instructor** 

Kodland, remote, Turkey

Python instructor at the online classes, taught programming fundamentals and guided students to build their own games by the course end.

Intern 2022 July - 2022 September

MBS Systems s.c., Elblag, Poland

Wrote unit tests in Python for Django models. Gained experience in foreign work environment.

2021 July - 2021 September Intern

Netas Telecommunication Inc., Ankara, Turkey

Wrote end-to-end tests in JavaScript for Export Control System in Gherkin, using Cucumber.JS and Node.JS

**PROJECTS** 

Formula 1 Fantasy League: Turkey's first online Formula 1 guessing game in Django, requiring budget <a href="https://formula1turkiye.pythonanywhere.com/">https://formula1turkiye.pythonanywhere.com/</a> management and strategy skills, played by hundreds of people.

Formula 1 Elo Project: The analysis of 75 years of Formula 1 qualifying data using Python's Pandas <a href="https://tinyurl.com/formula1turkiye/pages/elo/#en">https://tinyurl.com/formula1turkiye/pages/elo/#en</a> library and Elo system, in order to rank all the F1 drivers in history by their scores against the other drivers.

SPLENDID: An intelligent multiplayer board game system for Splendor using Django and Channels, <a href="https://senior.ceng.metu.edu.tr/2024/SPLENDID/">https://senior.ceng.metu.edu.tr/2024/SPLENDID/</a> featuring real-time gameplay. Al mode, modern authentication, and Elo-based matchmaking.

LANGUAGES TECHNICAL SKILLS **EDUCATION** 

Languages: Python, SQL, C, C++, C#, Java, JavaScript, TypeScript, HTML/CSS

Frameworks: Django, REST Framework, Django Channels, FastAPI, Flask, React, Bootstrap5 Libraries: Pandas, NumPy, Matplotlib, Pygame, JQuery

Developer Tools: Docker, RabbitMQ, Kafka, Rancher, Git, Linux **Databases:** PostgreSQL, SQLite, Redis, Database Design

**English:** C2 Turkish: native Polish: **B1** Japanese: A2

Middle East Technical University, Ankara, Turkey Bachelor of Science in **Computer Engineering** 

Language of studies: English