

Ozgur Baltaci

Software Engineer

✉ wozgurbaltaci@gmail.com 📍 Istanbul, Türkiye 🔗 LinkedIn 🌐 GitHub 🔗 ozgurbaltaci.vercel.app

PROFILE

Software Engineer with 3+ years of experience in Full-Stack development and UI/UX design. I have completed internships at leading institutions including Turkish Aerospace and participated in two Erasmus+ mobilities in the Czech Republic and Spain, gaining international experience and adaptability. Skilled in ReactJS, ReduxJS, NodeJS, PostgreSQL, and FlutterFlow, with a strong interest in AI technologies and Data Engineering. Seeking opportunities in Full-stack Development, Software Engineering or related research areas.

PROFESSIONAL EXPERIENCE

Full-Stack Developer Erasmus+ Intern

01/2025 – 07/2025

Procedit 🌐

Barcelona, Spain

- Collaborated within a dynamic, international Agile team located in Barcelona, where the opportunity to work alongside professionals from diverse backgrounds enriched my problem-solving, communication, and development skills.
- Gained experience in FlutterFlow, developing fully responsive web and mobile applications, while improving my backend skills by learning of GraphQL and Flask to.
- Designed user-centric, responsive interfaces using Figma, prioritizing seamless user experience and intuitive design for both web and mobile platforms.

Part-time Software Engineer

12/2022 – 02/2023

Turkish Aerospace (TUSAS) 🌐

Antalya, Türkiye

- Achieved 60% growth for a responsive and user-friendly dashboard using ReactJS and Material-UI, collaborating with a professional development team to ensure high-quality implementation.
- Worked closely with senior developers to enhance user interface responsiveness and overall user experience, leading to a 100% improvement in performance and usability.
- Contributed to Agile and Scrum methodologies, ensuring efficient project delivery throughout the Software Development Life Cycle (SDLC), while learning from seasoned professionals who guided our 13-person team through best practices and real-world challenges.

Long-term Software Engineer Intern

12/2021 – 07/2022

Turkish Aerospace (TUSAS) 🌐

Antalya, Türkiye

- Achieved 95% growth for a comprehensive, responsive, and user-friendly Data Management System using ReactJS, Bootstrap, NodeJS, and ExpressJS. Gained valuable insights from an experienced mentor while collaborating on a business project, enhancing my project management skills and cross-disciplinary experience.
- Developed comprehensive user requirement and use case documents for two projects, improving team alignment and reducing revisions by 70% through effective communication and thorough documentation. This experience reinforced my ability to structure and manage project workflows efficiently.
- Contributed to Agile and Scrum methodologies, ensuring efficient project delivery throughout the Software Development Life Cycle (SDLC), while learning from seasoned professionals who guided our 13-person team through best practices and real-world challenges.

Volunteer Software Developer Intern

10/2021 – 12/2021

Jeli AI 🌐

Antalya, Türkiye

- Worked on real-world projects for the first time through a volunteer-based initiative, applying theoretical knowledge to practical challenges while enhancing teamwork and problem-solving skills.
- Developed foundational skills in front-end development by building 10+ interactive web components using VueJS, gaining hands-on experience and improving proficiency in JavaScript frameworks during my early stage of learning.

SKILLS

Web Development: ReactJS, ReduxJS, Material UI, FlutterFlow, NodeJS, ExpressJS, PostgreSQL, JavaScript, TypeScript, .NET, GraphQL, Flask, Java, UI Design with Figma, VueJS, HTML5, CSS3, Bootstrap, Payment Gateway Integration, Agile, Scrum, SDLC, Git, Jira
Data Engineering: SQL, Python, BigQuery, Spark, GCP, Apache Airflow, Google Cloud Composer, Google Data Fusion
Language Skills: English: Upper-intermediate (B2), Spanish: Elementary (A2), Turkish: Native

PROJECTS

Never Have I Ever – Full-Stack Web Game

Developed a web-based 'Never Have I Ever' game using React. Players can create or join password-protected rooms, contribute questions, and start the game to display them randomly. Designed for group play on shared screens like a TV. [Github-Frontend](#) 🌐

[Github-Backend](#) 🌐

HandyGreen Full-Stack E-Commerce App

Built a full-stack e-commerce platform for handmade and organic product sellers using React.js, Material UI, Node.js, Express.js, and PostgreSQL. Integrated Iyzico payment gateway for secure payments. Features include product listing, shopping cart, user authentication, order management, and payment processing. Deployed on Vercel. [Live](#) [Demo](#) [Github-Frontend](#) [Github-Backend](#)

HandyGreen UI Designs on Figma

I designed user friendly UI Designs for a comprehensive e-commerce application by using [Figma](#)

YummY Restaurant Management App

We built a restaurant management full-stack application aimed at streamlining operations, enhancing communication, and optimizing efficiency with distinct interfaces for waitstaff, chefs, and cashiers, utilizing ReactJS and NodeJS. [Github](#)

Organics, E-commerce Mobile App

We built an e-commerce app that facilitates a marketplace for organic product vendors to sell their goods online by using Java and Firebase. [Github](#)

EDUCATION

Computer Science and Engineering

Akdeniz University
GPA: 3.39/4.0

09/2019 – 07/2024
Antalya, Türkiye

Business and Economics

Mendelu University
Erasmus+ exchange

02/2023 – 07/2023
Brno, Czech Republic

ADDITIONAL INFORMATION

Military Status: Exempt (due to previous medical condition – leukemia survivor)