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Top Skills

Front-End Development

Software Architecture

Youth Mentoring

Özgür Can Keçecioğlu

Senior Software Engineer

Ankara, Türkiye

Summary

As a remote frontend developer, I am proficient in writing JavaScript and TypeScript code using ReactJS. Previously, I led two different front-end teams for 1.5 years. As a React developer, I have contributed to in-house implementations of significant components and libraries, such as Google Sheets, Redux Form, and a dynamic rule engine, from scratch. I also have some experience with Ember.

Throughout my 12 years of development experience, I have developed native Android (Java) and Unity 3D games for three years and explored back-end development (using .NET) for one year. I transitioned to front-end and JavaScript eight years ago and have since made it my primary focus.

I am passionate about staying updated with emerging technologies and actively collaborate with my colleagues to enhance their skills.

Experience

Tekmetric
Senior Software Developer
August 2024 - Present (8 months)
Ankara, Türkiye

Bayzat
Senior Frontend Developer
March 2023 - July 2024 (1 year 5 months)
Ankara, Turkey

- Lead the implementation of multiple features and migrations to reduce technical depth.
- Cut down the number of tightly coupled modules to reduce future maintenance costs.
- Led an initiative to migrate our monolith repo to monorepo.
- Mentored different squads and developers for problem-solving, and getting better at clean and efficient coding.

Toptal
Senior Frontend Developer
February 2022 - February 2023 (1 year 1 month)
Remote

- Had been part of Toptal's Core Team and a frontend experience team
- Brought multiple new components to the company's public UI library and maintained existing ones for all FE teams inside the Core Team.
- Cut down CI/CD pipeline time costs and contributed to our CLI tool enhancements
- Refactored visual testing section of UI library and improved early error detection

Bayzat
Senior Frontend Developer
November 2019 - February 2022 (2 years 4 months)
Remote

- Shipped many features with different size of implementations to production.
- Played a key part on road-mapping for our Emberjs repository migration to Reactjs.
- Architect the new repository's authentication, authorization and network layers to achieve aspect-oriented programming concepts.

ePlatform
2 years 3 months

Frontend Team Leader
June 2019 - November 2019 (6 months)
Ankara, Turkey

- Led frontend team in a Ministry of Labour and Social Security project.
- Developed core part of the project which is highly configurable (like BPM module, characteristics management module)
- Mentored other FE developers to achieve their goals and become seniors sooner.

Frontend Team Leader
October 2018 - June 2019 (9 months)
Ankara, Turkey

- Led a frontend team with 4 other developers, and managed their daily tasks and progress.
- Worked to keep the project up to date, increasing code scalability.

- Implemented tailored versions of highly used JavaScript libraries such as form libraries like final-form or react-hook-form.

Senior Frontend Developer
September 2017 - October 2018 (1 year 2 months)
Ankara, Turkey

- Shipped the first big React.js application for the Turkish Revenue Administration, it is still in production for over 3 million users.
- Brought a dynamic rule engine to handle complex form requirements. I mostly worked on upgrading/maintaining existing features.
- Built out new components for more extensibility with high-standard quality.

Bilge Adam
Software Developer
October 2016 - September 2017 (1 year)
Türkiye Halk Sağlığı Kurumu

- Worked on adding new modules and features to the main .NET MVC project.
- Implemented a side project that includes a pack of cron jobs for manipulating local data and sending it to our business partners.
- Implemented a thread library for my cron jobs and general usage on other sides of the main project.

Rotasoft
Junior Software Developer
March 2013 - September 2016 (3 years 7 months)
Ankara, Turkey

- Worked in a team and built 3 native Android game apps from scratch.
- Created a 3D game with Unity GameEngine alone.

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Education

Hacettepe University
Bachelor of Science (B.S.), Computer Engineering · (September 2008 - August 2013)