Ozgur **Ozbek**

PROJECT MANAGER · COMPUTER ENGINEER

CH1 4BJ, University of Chester, Grosvenor House, Chester, United Kingdom

(+44) 7342782048 | ozgurozbek1@yandex.com | ozgurozbek.github.io | ozgurozbek | ozgur-ozbek

Summary

Graduated from MSc. Programme and Project Management, BSc. Computer Engineering. 2 years of experience on Project Management and 7+ years experience on Web Development, specializing in full-stack development with maintenance.

Creative person who loves pushing the boundaries of imaginative design within a flexible environment. Interested in problem-solving methods for challenging tasks, and learning new technologies and tools if the need arises. I am confident that my strong interest, eagerness to learn, and the right attitude make me a good fit for the technical project management role.

Work Experience

Unico Studio   *Remote, Palo Alto, USA*
FULL STACK WEB DEVELOPER   *April 2022 - September 2022*

- Developed the Unico Studio website from the ground up, with other websites using Javascript, HTML, CSS, PHP, Bootstrap, GSAP, and ThreeJS.
- Directed the website art, improved sustainability with performance, and achieved great optimization.
- Created and advanced a markdown rendering system for dynamic, client-side content creation for job listings and blogs. This reduced the backend load and improved screen print time by up to 4000%.
- Improved website performance by 40% and world rank by 118000. Increased traffic by 192%, with increased average visit time of 1:58 minutes.
- Worked with an agile team of graphic designers and UI/UX freelancers, for scheduled improvement updates for a modern and compact, multi-resolution responsive product.

Devends Technology   *Istanbul, Turkey*
SOFTWARE ENGINEER   *October 2021 - March 2022*

- Development of MVC Web Applications utilizing C#, DOTNETCore, Bootstrap 5, and ReactJS. Supported auto appraisal applications, property renting applications, and their web pages.
- Integrated WhatsApp bulk messaging feature using Twilio, and developed an Html to Pdf renderer using Flask, PyQt5, and wkhtmltopdf.
- Worked on Colin's e-commerce site for Turkey, Romania, Ukraine, and Russia. Fulfilled weekly Scrum sprint tasks. Developed the front-end for Colin's returning products page in a dedicated way since it was highly critical. Improved UX for filtering functions.
- Communicated directly with multiple branches and teams to solve ERP system issues and fixed minor infrastructure problems.
- Improved PozitifIK's PikOnline examination platform. Built up the anti-cheating measure app with a low-level programming structure. Used SignalR socket communication. Released a Chrome extension that monitors hardware usage. Pr ovided technical support when necessary.

TFN Bilişim   *Remote, Istanbul, Turkey*
PROJECT MANAGER   *September 2019 - February 2021*

- Managed a team of developers and designers to produce complex Python-based web applications, including fitness salon automation, restaurant stock tracking and order automation, and a property renting platform.
- Acted professionally in a patient and reliable manner while resolving staff issues and meeting customer demands effectively.
- Organised weekly Post-Mortem meetings, organised meetings with the client, helped improve development speed and morale.

Multiple Companies (Toyota, Inveon, Spectre Robotics, Wanted G. Studio, Proto Solution)   *Multiple Locations*
FREELANCE ENGINEER & FREELANCE ARTIST & INTERN   *2012 - Current*

- Produced web services using Python, Flask, HTML, CSS, Javascript & Jinja. Designed website structure and art.
- Worked on robotics assembly, and their software. Educated other developers, organised IEEE events and tech talks.
- Designed logos and layouts using Illustrator, Canva & Photoshop.
- Helped maintain an Natural Language Processing AI for content generation. Automated web-based tasks using Selenium.
- Developed and published games. Designed browser games using WebGL. Designed mobile games. Created levels for Source Engine games.
- Provided marketing material, including brochures and tickets. Edited product videos. Ran social media accounts and automated them.
- Improved behaviour in games projects with AI systems and helped reduce technical debt in Machine Learning Projects with the usage of math instead of recursive algorithms.

Skills

Project Management	MS Project, Slack, ASANA, JIRA, Trello, EdrawMax, G Suite, MS Office, BigML
DevOps	Azure, AWS, Docker, CircleCI, Heroku
Back-end	Flask, DOTNET Core, FastAPI, Springboot, Rest API
Front-end	CSS, React, HTML5, Jinja, Razor, Bootstrap, GSAP, ThreeJS, VueJS, Tailwind
Programming	Python, C#, Javascript, Lua, Assembly 8086
Languages	English, Turkish, Japanese

Education

University of Chester *Chester, UK*

MSc. in Programme and Project Management *2022-2023*

Modules: Introduction to Project Management, Research Methods, Applied Business Intelligence, Project Management with PRINCE2, Management of Risk, Sustainability in Industrial Projects
Dissertation: Not Applicable Yet
- GitHub Mentorship Programme
- Difference Award Programme
- Member of Chester Students Union International Society, Game Developers Society, and Chester Roleplaying and Games Society

University of Duzce *Duzce, Turkey*

BSc. in Computer Engineering *2017-2021*

Modules: Algorithms and Programming, Electric Circuit Fundamentals, Electronic Circuits, Linear Algebra, Object-Oriented Programming, Data Structures, Logic Circuits, Probability and Statistics, Entrepreneurship, Visual Programming, Numerical Analysis, Physics, Mathematics, English, Occupational Health and Security, Web Designing, Microprocessors, Discrete Mathematics, Computer Organization, Formal Languages and Automata, Web Programming, ERP Systems, Optimization, Data Communications, Database Management Systems, Computer Networks, Software Engineering, System Simulation, Wireless Communications, Artificial Intelligence Applications, Computer Vision, Robotics, Operating Systems, Fuzzy Logic, Data Mining, Wireless Sensor Networks, Differential Equation, Workplace Training and Application Probation
Dissertation: Strategy game built on Unity3D Lightweight Render Pipeline that supports mobile and computer platforms with Mirror Networking Asset based multiplayer and an Artificial Intelligence with Mini-Max Algorithm
- IEEE & Computer Society Member
- GitHub Mentorship Programme
- American Gridiron Football & Panthers Media Organization Management.

Beykent University *Istanbul, Turkey*

BSc. in Computer Engineering *2015-2017*

- Transferred to Duzce University.

Awards & Certifications

Awards

2022	**Chester Difference Award,** University of Chester Careers and Employability	*UoC CDA Office*
2019	**1st Place,** Domestic Clash of Code Ladder	*CodinGame*

Certifications

2022	**Thinking Creatively,** Applications of creative thinking methodologies on both individual basis and team settings to gain product and manufacturing insights and selecting the best ideas.	*PMI®*
2022	**Essential Lessons for First-Time Managers,** Lessons on understanding responsibilities, connecting with employees, KPI insights, transitioning to a leader, improving communications and, mistakes to avoid.	*PMI®*
2022	**Statistics Foundations,** National Association of State Boards of Accountancy QAS Self Study to understand data, prove theories and, find ways to save valuable resources.	*NASBA*
2022	**Professional Networking,** Identifying network prioritization, maximizing networking time, content creation and social media optimization to grow a network and, ways to follow up and maintain the network.	*PMI®*
2020	**TR-IHA1H2630324,** Unmanned Aerial Vehicle Pilot Certificate.	*SHGM Turkey*
2016	**IT Essentials,** Skills and procedures to install, configure, and troubleshoot devices and software.	*Cisco*
2013	**t-MBA,** 2 year MBA program designed for teenagers.	*Pearson*

Interests

Chess	I played chess professionally until 2012, but still continue to enjoy it today.
Tabletop RPGs	I love tabletop games, where people get together and enjoy themselves while letting some steam out.
Physics	I am fascinated with physics, with math surrounding it. I make working model rockets.
Composing	I compose mostly baroque era classical music for orchestras.
Industrial Revolution	I am curious about what the future could bring to us, and follow the news closely.
Internet of Things	I love automation and research that goes to it. I made my own smart farm using Arduinos!
Video Games	I am a game developer, game critic and a video game enthusiast.