Curriculum Vitae

Personal information

First name / Surname	**Selçuk Cihan**
E-mail	selcukcihan@gmail.com
Nationality	Turkish
Online profiles	linkedin.com/in/selcukcihan, github.com/selcukcihan, selcukcihan.com, stackoverflow, playstore

Education

Qualification	BS. in Computer Engineering @Boğaziçi University
Dates / GPA	01/09/2003 - 01/07/2008 (3.57 / 4)
Research interests	Wireless networks and computer vision
Qualification	MS. in Computer Engineering @Boğaziçi University
Dates / GPA	01/09/2008 - 01/10/2010 (3.80 / 4)
Title of thesis	Parallel maximum flow solver for multi-core machines

Occupational field

Software development engineer

Work experience

Role	Freelancing Software Development Engineer @Toptal
Main activities and responsibilities	Web development using AWS with serverless framework.
Dates	08/2018 –
Role	Software Development Engineer @Amazon UK
Main activities and responsibilities	Selection Contribution Platform - Amazon's worldwide catalog, a massively large scale system.
Dates	05/2017 – 08/2018
Role	Senior Software Engineer @Intertech., intertech.com.tr
Main activities and responsibilities	Business process management suite, a web application on which 500K processes are served daily.
Dates	10/2013 – 05/2017
Role	Senior Software Engineer @Ziraat Teknoloji, ziraatteknoloji.com
Main activities and responsibilities	Developing and supporting workflow engine and document management system of Ziraat Bank.
Dates	06/2011 – 10/2013
Role	Embedded Software Engineer @AirTies Wireless Networks, airties.com
Main activities and responsibilities	IPTV development in C, with a focus on teletext, closed captioning, subtitles and transport protocols.
Dates	09/2009 – 12/2010

Selçuk Cihan

Role	Software Engineer @CC Yazılım Ltd., www.ccyazilim.com
Main activities and responsibilities	Online backup solution development - flagship product of the startup.
Dates	01/2009 – 09/2009

Skills and competences

Programming languages	Java, Python, C, C++, C#, Perl
Miscellaneous	Serverless, Kinesis, DynamoDB, SQL, ElasticSearch, AWS, wxPython, scrum, unix, Angular

Selected work

Catalog orchestration platform	Developed and maintained the orchestration platform that processes Amazon's catalog updates. The platform is able to handle tens of thousands of TPS, enabling the finest and largest catalog on earth. Uses Kinesis as the back-bone and routes updates to the catalog to relevant downstream services.
Relational to NoSQL migration	Modelled a relational database backed service onto a NoSQL store. The service had two implementations for historical reasons and the task included shimming one implementation to the other, mapping from a relational model to a document based model. The migration was carried on without downtime and around 600 GB of data at rest was migrated offline.
Workflow engine	Designed and developed (C#) a workflow engine, workflow designer (WPF) and administration tools. 100K instances flow daily through the engine which is a .Net application with Oracle 10G used for persistence services.
Online backup	Designed and implemented a cross-platform desktop client and corresponding server. Client is implemented in C++ utilizing wxWidgets GUI toolkit. Client database is SQLite. Server is implemented in Java (J2SE). An application level protocol is implemented for client-server communication, secured via SSL (openssl). Stored files are encrypted (AES).
Online backup web portal	Designed (visual design excluded) and implemented a web portal for serving online backup users. Users can download / browse backed up files through the portal. MySQL, apache web server and django framework are utilized.
Workforce Management System	Designed and developed workforce management system for DenizBank operation center, receiving an award for innovation. The tech stack uses Microsoft's Solver Foundation.
IPTV (embedded software)	- Teletext (level 1, 1.5, 2.5, 3.5) implementation - Subtitles (DVB, MicroDVD, SRT, SAMI) implementation - Personal Video Recorder implementation - Transport Stream parser implementation
Mobile 3D talking head	Ported Xface talking head library to mobile platform (J2ME). Uses OpenglES and can render a face composed of 2K polygons with a frame rate of 25 FPS.

References

Name / Email	Erdem Kurul - erdemkurul@gmail.com
About	Former Microsoft employee, UCSD alum. linkedin.com/in/erdemk
Relation	Software Development Manager, my direct manager at Intertech & Ziraat Teknoloji.