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, www.selcukcihan.com, stackoverflow, android

Education

Dates / GPA 01/09/2003 - 01/07/2008 (3.57 / 4)

Title of qualification | BS. in Computer Engineering

Research interests | Wireless networks and computer vision

Organisation Boğaziçi University

Dates / GPA | 01/09/2008 - 01/10/2010 (3.80 / 4)

Title of qualification | MS. in Computer Engineering

Title of thesis | Parallel maximum flow solver for multi-core machines

Organisation Boğaziçi University

Desired employment / Occupational field

Software development engineer

Work experience

Employer | Amazon UK

Occupation or position held | Software Development Engineer

Main activities and responsibilities | Selection Contribution Platform - Amazon's worldwide catalog, a massively large scale system.

Dates | 05/2017 – 08/2018

Employer | INTERTECH A.Ş., intertech.com.tr

Occupation or position held | Senior Software Engineer

Main activities and responsibilities | Business process management suite, a web application on which 500K processes are served daily.

Dates 10/2013 - 05/2017

Employer Ziraat Teknoloji, ziraatteknoloji.com

Occupation or position held Senior Software Engineer

Main activities and responsibilities | Developing and supporting workflow engine and document management system of Ziraat Bank.

Dates 06/2011 - 10/2013

Employer | AirTies Wireless Networks, airties.com

Occupation or position held | Embedded Software Engineer

Main activities and responsibilities | IPTV development in C, with a focus on teletext, closed captioning, subtitles and transport protocols.

Dates 09/2009 - 12/2010

Employer | CC Yazılım Ltd., <u>www.ccyazilim.com</u>

Occupation or position held | Software Engineer

Main activities and responsibilities | Online backup solution development - flagship product of the startup.

Dates 01/2009 - 09/2009

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Personal skills and competences

Programming languages

Java, Python, C, C++, C#, Perl

Miscellaneous

Kinesis, DynamoDB, SQL, ElasticSearch, AWS, wxPython, scrum, unix

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 <u>DenizBank</u> operation center, receiving an <u>award for innovation</u>. 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

<u>Ported</u> 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

First name / Surname

Erdem Kurul

About

Former Microsoft employee, UCSD alum. linkedin.com/in/erdemk

E-mail

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Relation

Software Development Manager, directly managed me during my time at Intertech & Ziraat Teknoloji.