

Curriculum Vitae

Personal information

First name / Surname

Selçuk Cihan

E-mail

selcukcihan@gmail.com

Nationality

Turkish

Online profiles

[linkedin.com/in/selcukcihan](https://www.linkedin.com/in/selcukcihan), github.com/selcukcihan, www.selcukcihan.com, [stackoverflow](https://stackoverflow.com), [android](https://www.android.com)

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](https://www.boğaziçi.edu.tr)

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](https://www.boğaziçi.edu.tr)

Desired employment / Occupational field

Software 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 –

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

FİNTEK A.Ş., fintek.com.tr

Occupation or position held

Senior Software Engineer

Main activities and responsibilities

Developing and supporting workflow engine and document management system of [Ziraat Bank](https://www.ziraatbank.com.tr).

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., www.ccyazilim.com

Occupation or position held

Software Engineer

Main activities and responsibilities

Cross-platform desktop application development in C++ (wxWidgets, SQLite).

Dates

01/2009 – 09/2009

Personal skills and competences

Programming languages	Java, Python, C, C++, C#, Perl, Javascript
Data Processing / Storage	DynamoDB, Kinesis, postgres, MySQL, SQLite, MS SQL, Oracle
Other stuff	aws, elastic search, wxPython, scrum

Selected work

Workflow engine	Designed and developed (C#) a workflow engine, workflow designer and administration tools. 100K instances flow daily through the engine which is a .Net application with Oracle 10G used for persistence services. Workflow engine is designed to have constructor injection (dependency injection pattern) using Unity.
Ziraat Bank Operation Center	Developed (C#) Operation Center application of Ziraat Bank, which is a windows forms app.
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.
Business Process Management Suite	Developed and maintained (C#, MSSQL) a workflow engine, workflow designer and administration tools. The engine is hosted on IIS 7, with MSSQL as the datatbase. Serves 500K instances per day.
DenizBank Workforce Management System	Designed and developed workforce management system for DenizBank operation center, using Microsoft's Solver Foundation.
IPTV	<ul style="list-style-type: none">– 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 OpenGL ES and can render a face composed of 2K polygons with a frame rate of 25 FPS.
Instant messaging system	Designed and implemented an application layer protocol together with the instant messaging application. Implemented in c++. Uses wxWidgets and Berkeley sockets.

References

First name / Surname	Erdem Kurul
About	Former Microsoft employee, UCSD alum. linkedin.com/in/erdemk
E-mail	erdemkurul@gmail.com
Relation	Software Development Manager, during my time at Intertech and Ziraat Teknoloji.