Kadir Koçak
Software Engineer

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- Passionate and innovative engineer who possesses a strong fascination in the field of Computer Science with a desire to constantly develop new skills
- Illustrates the true meaning of teamwork; strong communication skills and a collaborative approach to problem-solving by working closely with product managers, designers, engineers, and other stakeholders
- Highly self-motivated to work efficiently under little/no supervision

Technical Skills

Web development: JS, HTML, CSS, Typescript, Angular

Languages: Java, Python, C, CPP and C#

Database: MySQL, PostgreSQL, MSSQL

Software & Others: GIT, Docker, Azure, Selenium

Work experience

DevOps Engineer, Advancity   12/2019

→Technologies: Docker, Docker-Compose, gitlapCI, TeamCity, Azure, AWS, Google Cloud, .Net Core, React, PostgreSQL, Windows Server, Linux Server

Windows and linux server management

Dockerized .Net Core, React, PHP application in gitlabCI

IIS, Nginx and redis installation and configuration

Monitoring of all systems

Software Specialist, Lostar Bilgi Güvenliği   12/2017 - 7/2019

→Technologies: Docker, Bitbucket Pipeline, Azure, Python PostgreSQL, AngularJS, Angular2, JavaScript HTML, CSS

I created Docker deployment containers according to we needs.

I used the Bitbucket Pipeline (cloud) automation execution tool to create Docker deployment containers and run tests.

I deployed Docker deployment containers created by the Bitbucket Pipeline to Azure. Using the Azure Container Registry and the Azure Container Instance.

I was the Scrum Master of the team.

I planned and managed planning, review, retrospective and refinement meetings.

The whole operation is as follows:

At the end of the sprint, all enhancements are pushed for example, creating a git tag.

Docker deployment kent containers are created automatically run. Using these, front-end and back-end tess are run. It is then deployed to Azure.

Software Specialist, Türkiye Finans Katılım Bankası   08/2016 - 12/2017

→Technologies: C#, ASP.NET, MSSQL, TFS

I worked on the CRM team.

Bugs in active running screens are resolved.

New screen developments were made.

Education

BSc, Computer Engineering
Gebze Technical University

2011 - 10/2017

Projects

- Conway's Game of Life

  - Developed a Conway's Game of Life in C++
  - Developed a Conway's Game of Life in Java and GUI

  - Finding Joe

    - Designed a hardware which contains a platform with moving two axes and a camera swinging on this platform.
    - A realtime simulator simulating two-dimensional motion was created.
    - Used technologies: OpenCV, Raspberry Pi 3, QT
    - Project introduction video: https://www.youtube.com/watch?v=xEIRp0UWKLo
    - Project's website: http://findingjoe.ga

  - Ball on Plate

    - An hardware with a fixed base and a movable top platform are designed.
    - Created realtime balancing system simulator.
    - Used technologies: Touch Panel, Arduino-Mega, Irrlicht.
    - Project introduction video: https://www.youtube.com/watch?v=wLmXlwmGZFg
    - Project's website: https://ballonplategroup7.github.io

Foreign Languages

- English Reading (Upper-Intermediate), Writing (Intermediate), Speaking (Pre-Intermediate)