

OGUZ KAAAN BASAL

SOFTWARE ENGINEER

CONTACT

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SKILLS

PROGRAMMING LANGUAGES: Java, TypeScript, C#, Python, Go, Kotlin, PHP, Matlab, Groovy, Dart
NO/SQL: Redis, Couchbase, MySQL, PostgreSQL, Elasticsearch, MongoDB, DynamoDB
FRAMEWORKS: Spring, Play (Java), Vaadin, AngularJS, Hibernate, Libgdx, Antlr, NestJS, Symphony, Gorilla (Go), EmberJS, Flutter
TOOLS & PLATFORMS: MacOSX, Windows, Git, Jenkins, IntelliJ Idea, Jetty, Maven, Unity3D, Android, IOS, AWS, Gradle, Pip, Npm, Yarn
QUALIFICATIONS: Game Development, Game Engine Development, Android Application Development, Web API/Services, Image Processing, Infrastructure Architect, Restful Api Design, Software Developer, Software Architect

EDUCATION

TOBB University of Economics and Technology

MS Computer Engineering (Full Scholarship)

Fault Tolerance Feature Matching (Supported by The Scientific and Technological Research Council of Turkey)

Image Processing, Pattern Recognition, Graph Theory

* Not completed

TOBB University of Economics and Technology

BSc Computer Engineering (Full Scholarship) 2013

GPA: 3.10 / 4.00

Completed 9 months of internship program in 3 periods at 2 different companies

EMPLOYMENT

Bayzat

Ankara/Dubai (Remote)

Software Engineer / Software Architect · Feb. 2017 to Feb. 2020

Researching, designing, and implementing the whole infrastructure and backend from scratch while preserving the functionality product had.

- Analyzed backend code and infrastructure
- Implemented core functionality in PHP for moving easily to Kotlin
- Helped to create AWS infrastructure for automated deployments
- Designed and implemented the RestFul PHP backend
- Ported PHP backend to Kotlin
- Designed a queueing system based on the requirements using AWS Sqs
- And much more as Software Architect

OpsGenie

Software Engineer · Oct. 2015 to Jan. 2017

Researching new technologies, helping improve code quality and structure, and implementing new features for an always-on, multi-tenant, fully distributed SaaS product.

- Implemented new features which using distributed systems, implemented in Java
- Implemented web pages using AngularJS and also helped solve UI related bugs
- Collaborated with UI developers to implement UI connected features
- Researched, evaluated, and benchmarked Elasticsearch 2.0+ for internal usage
- Designed and implemented highly available search functionality with tailored solutions for the company
- Designed and implemented a query language to use with search functionality using Antlr4
- Helped design and implement features used by a massive number of users in a short timespan
- Refactored project structure and dependencies to easily introduce new modules in the future
- Re-designed and implemented micro services-oriented RESTful API using Spring MVC which runs on Undertow
- Designed and implemented request throttling functionality which supports rate and burst(delay) limiting using Redis
- Re-designed and implemented continuous integration process to adapt the fast-growing team using Jenkins(Pipeline) and Docker
- Opsgenie SaaS (Web, Android, iOS)

Navek

Software Engineer · Feb. 2015 to Sept. 2015

Improved the mobile application and web services structure.

- Refactored data structures and API calls.
- Refactored and mostly re-developed web services implementation using Spring MVC framework.
- Developed android client application.
- Refactored and implemented new features on the web client.
- Esotia (Web, Android, iOS)

BeeSquare

Software Engineer · June 2014 to Jan. 2015

I joined the team as a remote developer to re-develop the backend system of the game which is already published.

- Designed and developed RESTful server using Java, Spring, and various frameworks to provide API to the game clients.
- Developed admin tool web UI using Vaadin framework which allows to analyze user status and customize game-specific features simultaneously.
- Configured Jenkins continuous integration tool to ease the deployment process.

Published game :

- Run Sheldon (iOS, Android)

Peak Games

Software Engineer · Jan. 2013 to Jan. 2014

Joined the team to complete the final internship at university and continued full-time afterward.

- Worked for 2 successfully released game titles as a game engine developer.
- Used AS3, Robotlegs framework, and our own game engine for the development of both games.
- Developed an automated hack prevention system with AS3 by converting non-deterministic game codes to a deterministic state and using it as a headless application to validate game sessions in a second.
- Helped out refactoring to run the game on mobile platforms using Adobe Flex and Adobe Air.
- Developed platform-specific native extensions compatible with Adobe Air.

Published games :

- War of Mercenaries (iOS, Android, Facebook)
- New Battles (Facebook)

Corvitro

Part Time Software Engineer · Sept. 2010 to May 2011

First internship at university. Continued to work 6 months as a part-time engineer afterward.

- Used Wireshark to analyze and decode network packages of well-known applications.
- Documented analysis results.
- Created the proxy network simulation environment to analyze packages that come from behind proxy networks.
- Tested decrypting various types of network packages using the debugger.
- Documented bugs in great detail.