

# Çağdaş Çağlak

COMPUTER ENGINEERING · SOFTWARE ENGINEER

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## Summary

I am a self-motivated and solution focused developer who is interested in state-of-the-art technologies and who has a passion for problem-solving. Also, free software and open-source software development has a different place in my heart. I am currently working at Garanti BBVA Technology which is one of the biggest banking infrastructure company in Turkey. My work description is developing Garanti BBVA Mobile application for Android, iOS and its backend currently. Also, I am interested in game development and contributing open-source projects which take my attention.

## Education

### Yıldız Technical University

B.S. IN COMPUTER ENGINEERING

Istanbul/Turkey

2010 - 2016

## Experience

### Garanti BBVA Technology

EXPERT SOFTWARE DEVELOPER

Pendik, Istanbul

Jan 2016 - Present

- Developing "Garanti BBVA Mobile" Android and iOS applications, maintaining and integrating new technologies
- Taking key roles at scaling "Garanti BBVA Mobile" application to millions of users on both iOS and Android platforms.
- Developing UGI which AI based customer assistants in "Garanti BBVA Mobile".
- Taking advantage of functional programming by using Swift and Kotlin programming languages.
- Developing financial services with Spring-Boot framework and container based technologies like Docker, Kubernetes and Openshift.
- Technical proficiency in SVN (Subversion), Git, and artifact repository tools.
- Creating plugins and development tools for improve development time.
- Comprehensive experience in the design and implementation of Continuous Integration, Continuous Deployment, Continuous Delivery and DevOps Operations.
- Good Understanding of technical as well as functional J2EE/ DevOps/ Prod Support.
- Participated within an Agile/Scrum team, extensive hands on experience with quality assurance methods.
- Developing various digital projects as working closely with business units, UX & UI designers.

## Side Projects

### Zaytungcu

PERSONAL

Istanbul

Nov 2019 - Nov 2019

- One of the most popular satirical news page zaytung.com's Android application implementation.
- Getting data with parsing HTML.
- It's %100 Kotlin and using NavigationUI.

### Rock Bird

PERSONAL

Istanbul

Dec 2018 - Jun 2019

- Developing 2D Arcade Game with Godot Engine.
- Learn new programming language, GDScript.
- Integrate Google AdMob SDK to game engine.

### Vulnerability Analysis Of Categorized Web Pages With Machine Learning

([github.com/cagdasc/cobot](https://github.com/cagdasc/cobot))

Yıldız Technical University

TEAM WORK

Feb 2015 - Jun 2015

- Analysing web pages and classifying them with machine learning methods.
- Find out the common security vulnerabilities in similar web pages.
- The project involves developing a web crawler based on the features we defined.
- The crawler scans a given domain and pulls all the pages that contain form tags since input fields can have security vulnerabilities.

## Skills

### Programming

Kotlin, Swift, Java, C/C++, GDScript, Objective-C

### Mobile

Android, iOS

### Web

SpringBoot, PASS, Micro-service Architecture, HTML5, JavaScript

### Social

\* Excellent communication skills, both verbal and written.

\* Strong organizational and communication skills.