

Oğuzhan Dere

Ankara, Turkey | +90 531 010 3235 | oguzhanderebusiness@gmail.com
[LinkedIn](#) | [GitHub](#) | [Personal Website](#)



Experience

Accenture, Istanbul, Turkey
Software Analyst

Mar 2022 - Nov 2024

- Enhanced **Angular**-based and **React**-based front-end projects, proficiently using **JavaScript**, **TypeScript**, **(S)CSS**, and **HTML**. Through development and testing, crafted custom components and optimized the application by decreasing loading time up to 60%.
- Contributed to backend applications built on the **Spring Boot** framework, by optimizing the implementations within the **Couchbase NoSQL** database system.
- Contributed to backend applications built on the **.NET** framework, implementing a simulation service with integrated messaging and caching solutions using **RabbitMQ** and **Redis**, alongside developing corresponding automation tests.
- Developed and deployed PoC applications using modern cloud computing systems such as **AWS** & **GCP**.

TaleWorlds Entertainment, Ankara, Turkey
Game Developer (Internship)

Jun 2020 – Jul 2020

- Contributed to the development of the Triple-A game "Mount & Blade II: Bannerlord," creating engaging modules such as a jousting tournament and in-town mini-quests using **C#** within a custom game engine. Collaborated within a large interdisciplinary team to deliver impactful gameplay experiences.

Ekinoks Software, Ankara, Turkey
Software Developer (Internship)

Aug 2019 – Sep 2019

- Designed and implemented an Android-based issue tracking system using **Android Studio** and **Java** for the frontend application. The system is backed by an **SQL** database.

Education

Bilkent University, Ankara, Turkey

Sep 2017 – Jun 2022

- Computer Science - Bachelor of Science

Activities & Extracurriculars

Bilsen Lab at Bilkent University, Volunteer Researcher

Jun 2021 – Aug 2021

- Contributed to the development of serious video games for integration into a computer science course focused on software development lifecycle methodologies. Responsibilities included prototyping, extensive research, and design to enhance the educational experience.

Projects

HandsGiving, Senior Project

Jan 2021 – Jun 2021

- Led a socially impactful mobile app project, connecting users through help requests with location data to enhance community support during events like earthquakes. Utilized **Android Studio** for the frontend and employed **Google Cloud Functions**, **Firestore** for a robust backend.

Keddy, Music Personalization App

Jun 2024 – Nov 2024

- Developed a full-stack music personalization app leveraging a **Spring Boot** backend, **React** frontend, and **MongoDB**. Features included emotion-based track recommendations, customizable filters, and collaborative music sessions. Automated deployments using **GitHub Actions**, **Google Cloud**.

Skills & Interests

Language: English (Fluent), Turkish (Native)

Software Development: Git, Jira, Linux, Angular, React, Spring Boot, .NET, GCP, AWS, Java, Python, JavaScript, TypeScript, C#, React, SQL, PHP, HTML, MatLab, Unity