

# Oguzhan Kalkuz

Senior Software Engineer

Ankara, Turkiye - Remote | oguzhan@kalkuz.dev | github.com/kalkuz | linkedin.com/in/oguzhan-kalkuz

## SUMMARY

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Full-stack web & game developer (contractor) with 8+ years of hands-on experience across web, real-time 3D, and games - spanning contract, studio, and R&D work. Expertise in React, .NET, Node.js, TypeScript, Unity, and Three.js. A Civil Engineering background and a master's in Strategic Brand Management shape how I build: physics-grounded, architecture-first, market-aware.

## EXPERIENCE

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### Senior Fullstack Engineer

Subtraid Inc, Canada - Remote | Sep 2025 - Present

- Build a surety bond lifecycle platform - applications, riders, claims, renewals - serving contractors, brokers, and brokerages.
- Own the carrier bond-form mapping system (dynamic field configuration, validation, persistence) and the review-agent QA workflow.
- Ship full-stack across a ~670-component React 19 + Mantine + Tailwind frontend and an Express 5 + Prisma/MySQL backend.
- Accelerate delivery with AI-assisted development (Claude Code) integrated into the daily workflow.

### Senior Fullstack Engineer

VUCOS, Istanbul - Remote | May 2025 - Present

- Architect the .NET microservice platform of a multi-tenant OTT/IPTV service; authored 5 architecture decision documents (auth, licensing, service decomposition).
- Redesigned platform-wide error handling to RFC 7807, migrating 227 throw-sites across a 66-project codebase onto a central error catalog.
- Designed Redis-backed distributed session revocation and multi-provider OAuth (Google, Microsoft, Apple) for mobile, TV, and web clients.
- Led the .NET 6'10 and Central Package Management migration; contribute features to the Expo/React Native app (TV guide, navigation).

### Fullstack Engineer & Consultant

Enter Digit Yazilim, Istanbul | Oct 2023 - Present

- Spearheaded DonerUI, a React component library: SVG chart system with 10+ visualizations and accessibility-compliant form controls.
- Built one-of-a-kind components (licence-plate input and more); cut boilerplate ~40% with utility hooks such as useTimeoutEffect.

### Game Developer

Roys Adventure, Turkiye | Mar 2024 - Nov 2025

- Architected a data-driven RPG system handling 100+ monsters and 1,000+ items via Unity ScriptableObjects.
- Built cross-platform save/load (iOS/Android) on Firebase Realtime Database.
- Optimized sprite atlases and animation controllers, reducing memory usage ~25%.

## Frontend Developer

English Home, Istanbul | Feb 2024 - Oct 2025

- Designed a monorepo React component library with Tailwind, cutting UI development time ~30% across 6+ projects.
- Shipped internal web applications for retail process management; led Lighthouse audits to consistent 90+ scores.

## Fullstack Web Engineer

Evincadde, Turkiye | Jan 2025 - Jun 2025

- Developed a WebGL real-estate viewer (Three.js + ArcGIS) enabling 3D property tours with realistic lighting and shadows.
- Created custom shader pipelines for large architectural models; integrated real-time streams for live property metrics.

## Fullstack Engineer & Consultant

Hedef Holding, Istanbul | Oct 2023 - Mar 2024

- Delivered a Jira-integrated car-rental platform with dynamic availability-based pricing and a full admin panel.
- Automated Jira workflows for 5+ subsidiaries, halving ticket resolution time.

## Frontend Developer

Hooplab.co, Canada - Remote | Jan 2022 - Nov 2023

- Built a basketball team-management and math-testing platform for Canadian high schools (React, Material-UI, SASS).
- Integrated an interactive Desmos calculator; created 10+ reusable components, cutting feature development time ~35%.

## Software Engineer

Anayurt Teknoloji, Istanbul | Dec 2022 - Oct 2023

- Scaled a WebRTC video-conferencing app to 50+ concurrent users with Redis-backed session management.
- Developed a real-time drone tracker: Cesium.js geofencing and WebSocket telemetry at ~10ms latency.
- Built IoT middleware for offline data sync handling 10K+ daily transactions.

## Game Developer

Gulliver's Games, Istanbul | Jan 2022 - Apr 2022

- Revamped Idle Tycoon mechanics; async resource loading cut startup time ~70%; URP shaders raised visual fidelity.
- Automated Google Sheets ' JSON content pipelines ( 90% manual updates); optimized CI/CD, saving ~\$1.2K/month in cloud costs.

## EDUCATION

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### M.A. Strategic Brand Management

Marmara Universitesi | 2023 - 2025

### B.Sc. Software Engineering

Bahcesehir Universitesi | 2019 - 2023 | Double major - 3.5/4.0

## **B.Sc. Civil Engineering**

Bahcesehir Universitesi | 2017 - 2023 | Double major - 3.5/4.0

### **SKILLS**

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Web Engineering: React / React Native, TypeScript, Node.js / Express, .NET / ASP.NET Core, Mantine - Tailwind. Real-time & Graphics: Three.js, WebGL - Shaders (SSGI), WebRTC, SignalR - Socket.IO, Cesium.js. Games: Unity - C#, Compute / GPU shaders, Game systems & optimization, Firebase. Data & Infrastructure: MySQL - SQL Server, Prisma - EF Core, Redis - Kafka, Elasticsearch, Docker - AWS S3. Tooling & Practice: Architecture & ADRs, CI/CD (Bitbucket, EAS), AI-assisted development (Claude Code), Monorepos - Biome

### **LANGUAGES**

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Turkish (Native), English (Native)