

Oğuzhan Kalkuz

Senior Software Engineer — web · real-time · games

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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

SEP 2025 —

Senior Fullstack Engineer

PRESENT

Subtraid Inc · Canada · Remote

- 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.

MAY 2025 —

Senior Fullstack Engineer

PRESENT

VUCOS · İstanbul · Remote

- 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).

OCT 2023 —

Fullstack Engineer & Consultant

PRESENT

Enter Digit Yazılım · İstanbul

- Spearheaded DönerUI, 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.

MAR 2024 — NOV

Game Developer

2025

Roys Adventure · Türkiye

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

FEB 2024 — OCT
2025

Frontend Developer

English Home · İstanbul

- 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.

JAN 2025 — JUN
2025

Fullstack Web Engineer

Evincadde · Türkiye

- 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.

OCT 2023 — MAR
2024

Fullstack Engineer & Consultant

Hedef Holding · İstanbul

- 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.

JAN 2022 — NOV
2023

Frontend Developer

Hooplab.co · Canada · Remote

- 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%.

DEC 2022 — OCT
2023

Software Engineer

Anayurt Teknoloji · İstanbul

- 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.

JAN 2022 — APR
2022

Game Developer

Gulliver's Games · İstanbul

- 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

2023 — 2025

M.A. Strategic Brand Management

Marmara Üniversitesi

2019 — 2023

B.Sc. Software Engineering

Bahçeşehir Üniversitesi · Double major · 3.5/4.0

2017 — 2023

B.Sc. Civil Engineering

Bahçeşehir Üniversitesi · Double major · 3.5/4.0

SKILLS

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

Turkish — Native · English — Native