Firat **Sivrikaya**

SENIOR SOFTWARE ENGINEER
Berlin, GERMANY
✉ sivrikayafirat@gmail.com | 🏠 firatsivrikaya.de | firat-sivrikaya | firatsivrikaya

Work Experience

Tenera (BCG Digital Ventures Startup) — *Berlin, Germany*
SENIOR SOFTWARE ENGINEER — *Aug. 2021 - present*

- Developing a connected construction platform running on an event-driven architecture consisting of more than 10 microservices including state-of-the-art patterns, with the help of Kotlin, Java, Kubernetes, Spring Boot, and AWS using agile methodologies.
- Responsible for being in touch with the stakeholders throughout the development process, translating business requirements into engineering tasks, managing the refinement sessions rotationally and presenting the achievements in every iteration to a wider audience.
- Maintaining and extending the Infrastructure-as-code (IaC) stack according to the requirements of services.
- Delivered a set of utility tools and automation scripts including a custom Gradle plugin to speed up the bootstrap of microservices, increase code reusability and help improve developer productivity.
- Owning several engineering topics that are closely coupled with the product and have delivered more than 7 microservices that provide critical features to the product.
- Monitoring and maintaining the Kubernetes cluster that consists of more than 10 microservices in 4 different environments.
- Owning the company-wide deployment cycles in production and non-production environments on rotation in which the owner coordinates multiple engineering teams for the release preparation.
- Participating in the recruiting process, reviewing coding challenge submissions, and providing detailed feedback to the hiring manager for decision-making.
- Mentoring Mid and Senior-level engineers to help them grow.
- Actively reviewing codes from other engineers to ensure a high quality, maintainable, clean code is delivered.
- Improved the engineering onboarding process and decreased the days required for new joiners to become productive.
- Presenting best practices and learnings to the engineering audience in regular tech guild meetings.

Zenjob GmbH — *Berlin, Germany*
SOFTWARE ENGINEER — *Dec. 2019 - Aug. 2021*

- Developed, maintained, and built on top of RESTful APIs that form the backbone of customer-facing and internal web applications.
- Made several performance improvements on business-critical endpoints, decreasing the response times from an average of 5-15 seconds, down to < 1 second.
- Automated several manual processes conducted by internal administrators in the core Grails application, saving an average of 20% of the time spent on manual work per day by account management teams.
- Implemented an invoicing microservice from scratch, replacing the non-performant legacy tools gradually, using state-of-the-art technologies such as Java 15 (Completable Futures), Spring Boot, Kafka, jOOQ and PostgreSQL.
- Implemented new features end-to-end, from planning to execution and presenting the features to stakeholders via regular demo meetings. Utilized feature flags using Unleash to provide more control over the release of new features.
- Owned and managed release cycles of the core application and several microservices as part of the release team, with zero downtime.
- Promoted clean code practices and continuously improved overall code quality, increasing test coverage with unit tests, integration tests, and functional tests, using Spock, JUnit 5, Hamcrest, Mockito, Testcontainers.
- Managed batch data migrations with zero downtime and being involved in the creation of migration plans.
- Actively participated in code reviews, providing in-depth insights. Supported and mentored Junior and Mid level engineers to help them grow.
- Enhanced service-level documentation to support on-call teams and provide transparency.
- Actively used monitoring tools such as Grafana, Loki, Sentry to ensure the health of the services and detect unexpected behavior.
- Participated and presented in backend collectives to contribute to the knowledge base and promote knowledge-sharing.

Talentwunder GmbH — *Berlin, Germany*
JUNIOR SOFTWARE ENGINEER — *Nov. 2018 - Dec. 2019*

- Maintained the functionality of customer-facing core Grails web application, using Groovy and PostgreSQL.
- As part of the user-interface revamp project affecting 100% of the user base, developed and released two microservices from scratch using Java 8, Micronaut, Hibernate, Amazon SNS/SQS, and PostgreSQL.
- Migrated a core-functionality from the monolith to a microservice, acting as a facade to the Elasticsearch cluster with additional business logic. Doing so separated development cycles from the core cycle and provide other development teams more flexibility.
- Participated in doing data migrations, mainly assisting senior engineers.
- Improved overall test coverage with unit tests and integration tests, contributed to improving code quality while actively growing in knowledge.
- Centralized error handling by building an integration between Sentry and the microservices.
- Initiated the development of E2E tests using Geb framework.

Thunderbolt Studios, Inc. — *Los Angeles, CA, U.S.A.*
SOFTWARE ENGINEER INTERN — *Jul. 2016 - Aug. 2016*

- Contributed to the development of partner websites in Wordpress, HTML5, CSS3, JavaScript.
- Maintained Wordpress application for the tech blog of the company with 10.000+ monthly hits.
- Optimized Apache Web Server for SEO and increased Alexa rankings and page hits significantly.

Education

Bilkent University *Ankara, Turkey*

B.S. Computer Science *Sep. 2014 - Jun. 2018*

- Graduated with an Honor Degree (Cum Laude).
- Department of Computer Science was ranked 18th worldwide on a list of schools having the "best coders" in the world by Hackerrank.

Roskilde University *Roskilde, Denmark*

Exchange Semester, Computer Science *Jan. 2017 - Jun. 2017*

- Pursued and successfully completed Masters-level Computer Science courses including user experience design & research, interactive game development, responsive web applications & database systems.

Skills

Tech Stack

- Kotlin, Java, Groovy, Spring Boot, AWS, GraphQL, Kubernetes, Terraform, Kafka, Grails, jOOQ, PostgreSQL, Micronaut, Spock, JUnit 5, Hamcrest, Docker, Git, Jenkins, Hibernate, Terraform, Gradle, Grafana, Loki, Localstack, Jira, Hotjar, CircleCI, Unleash, Elasticsearch, HTML, CSS, JavaScript

Other

- Agile methodologies, Scrum, Kanban, Test-Driven-Development (TDD)

Projects

Coronavirus Dashboard (2020)

- An Alexa skill providing live information about the number of active cases and the death toll for the prompted country through Voice User Interface. Developed using Java 11 and Micronaut.

Augma (2018)

- A social media application utilizing Augmented Reality and location-based posts. Developed for Android, together with my bachelor project team.

CaseSwitchers (2017)

- A Reddit-alike content sharing and discussion platform focused on Tech and Computer Science. Developed using C#, MySQL, PHP, and Bootstrap.

Mind Control Platformer (2017)

- An experimental, Brain-controlled (Electroencephalogram) MVC platformer game developed using C# and Unity, which is playable using gesture and facial expressions through the transmission of brain waves with an electroencephalogram headset.

Space Despot (2016)

- A retro space arcade game developed using Java and Swing.

Slots Quiz (2015)

- An educative slots game covering organic chemistry knowledge, targeting high school students, developed using Java and Swing.

Honors & Achievements

2018	**Marketability Award, sponsored by Deloitte,** Bachelor project "Augma", Bilkent CSFair 2018
2018	**Traveller Award,** Bilkent CSFair 2018
2016	**Best Student Society of the Year Award, Bilkent eSports Society,** Bilkent University
2015	**Found Bilkent eSports Society,** Bilkent University
2015	**11th Place, National Ranking,** IEEEXtreme 9.0 Programming Competition
2014	**Scored in 99th percentile among 2 million students,** University Entrance Exam, Turkey