

ÖZGÜR KARAKAYA

Junior Software Engineer

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PROFESSIONAL SUMMARY

Information Systems and Technologies graduate focused on Java and Spring backend development, with production experience on a core banking platform at Fintecia. Built a real-time chat platform as a graduation project, including the reactive backend, Flutter app and React admin panel. Seeking a backend-focused Junior Software Engineer role.

TECHNICAL SKILLS

Languages: Java, SQL, Python, C#, TypeScript, JavaScript, Dart

Backend & Data: Spring Boot, Spring WebFlux, REST APIs, WebSocket, PostgreSQL, Oracle, Redis, Cloud Firestore

Testing & Tools: JUnit 5, Git, Docker, GitHub Actions, Code Review

Frontend, Mobile & Games: React, Flutter, Firebase, Unity

PROFESSIONAL EXPERIENCE

Software Development Intern | Fintecia, Istanbul, Turkey Jul 2026 – Sep 2026

- Worked on backend development of a production core banking platform built with Java and Spring.
- Delivered assigned tasks end to end in a Git-based workflow: analysis, implementation, testing and code review.
- Extended existing production services while preserving backward compatibility, and debugged defects in a large codebase, including build and dependency issues.
- Wrote multi-table Oracle SQL queries for data analysis and test preparation; studied execution plans, indexing and partitioning to improve query performance.

Flutter Developer (Freelance) | Rootraft Coffee App Aug 2025 – Jan 2026

- Built cross-platform mobile features with Flutter and Firebase: authentication, Cloud Firestore, push notifications, QR code transactions, Google Maps and Iyzico payment integration.

Online Intern | FLO Group Jun 2025 – Aug 2025

- Completed training in ERP, supply chain and e-commerce; designed and presented a stock tracking project.

PROJECTS

Blindy – Real-Time Matchmaking & Chat Platform Jan 2026 – Present

Graduation Project, in closed beta | Java 17, Spring Boot, Spring WebFlux, PostgreSQL, Redis, WebSocket, Flutter, React

- Built a modular reactive backend (Spring WebFlux, R2DBC) with an OpenAPI-first REST API and WebSocket gateway, covered by 100+ JUnit test classes including integration tests on PostgreSQL and Redis.
- Implemented matchmaking with Redis queues and a distributed lock to prevent duplicate matches under concurrency.
- Implemented real-time chat over WebSocket via Redis Pub/Sub, with idempotent messages and cursor-based pagination.
- Developed the Flutter mobile client (Riverpod, go_router, Dio) with a real-time WebSocket connection, and a React admin panel for moderation and support.

Sokak Efsaneleri – Mobile Puzzle Game Oct 2026 – Present

Personal Project, in App Store review | Unity 6, C#, Firebase, BigQuery, Codemagic

- Built a slide-and-merge puzzle game alone in 12 days, from first prototype to App Store submission.
- Wrote a seeded level generator and a BFS solver: all 500 levels ship solved, graded by the length of the shortest win.
- Kept the rules in a Unity-free C# core with 803 tests; tuned live play with 121 Remote Config parameters and BigQuery.

Surebet Analyzer – Real-Time Sports Odds Analysis Platform Aug 2026 – Present

Personal Project | Python, FastAPI, asyncio, React, TypeScript, Docker

- Built async collectors that read public odds feeds over WebSocket and match the same events across sources.
- Split stakes in whole kuruş with integer arithmetic, with an exact Google OR-Tools CP-SAT model for manual analysis.
- Built a mobile-first React/TypeScript PWA with TanStack Query and Tailwind CSS, plus Telegram alerts; set up CI/CD with GitHub Actions and Docker Compose.

EDUCATION

B.S. in Information Systems and Technologies | Yeditepe University, Istanbul 2022 – 2026

LANGUAGES & ACTIVITIES

Turkish (Native), English (Professional Working Proficiency) | Treasurer & Board Member, Environment and Ecology Club