

Oğuzhan Dere

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About

Problems I Solve

- Complex business requirements → Practical software solutions
- Large business challenges → Smaller technical problems with measurable outcomes
- Operational workload → Digitalized workflows with less manual effort and time wasted
- Established enterprise platforms → Reduced technical debt and improved system performance

How I Create Value

- Understand the business need with stakeholders before defining the solution
- Take ownership from solution design to production
- Balance engineering quality with business practicality
- Avoid artificial technical boundaries when solving problems

What Motivates Me

- Turning ideas into working products
- Creating solutions with visible long-term impact
- Close collaboration between engineering, product, and business stakeholders
- Working with people who are deeply invested in the success of their product

Experience

Freelancer, Turkey

Dec 2024 - Current

Software Consultant & Engineer

Designed and delivered full-stack software platforms that automate business workflows and enable digital products, using Node.js / Next.js, Postgres, React over GCP while owning projects from architecture through deployment.

- Eliminated manual synchronization between construction ERP and quoting systems by building and deploying a marketplace integration platform that automated job and pricing workflows for subscription-based customers.
- Automated advertising optimization decisions by developing a serverless Node.js rules engine that monitored ROI and spend thresholds to pause underperforming ad sets and scale high-performing campaigns.
- Enabled businesses to launch and operate subscription-based SaaS products by architecting and delivering full-stack platforms with authentication, payment, and data workflow systems using Next.js and Postgres-backed backends.
- Reduced quotation time from hours to seconds by developing an HVAC plan-processing platform that automated drawing analysis and structured component extraction using computer vision and vision-language models.
- Enabled wellness businesses to manage bookings, sessions, payments, and digital content sales by architecting, developing, deploying, and maintaining a digital wellness platform with integrated payment workflows.

Accenture, Istanbul, Turkey
Full-Stack Developer

Mar 2022 - Nov 2024

Worked across multiple enterprise platforms, improving application performance, backend services, system integrations, and cloud-based solutions while collaborating with distributed teams in large-scale environments.

- Improved performance and maintainability of enterprise front-end applications for a global biotechnology client through reusable Angular and React component patterns, targeted optimizations, and cross-team collaboration.
- Improved performance and reliability of enterprise backend services for a multinational oilfield services company by optimizing Spring Boot services, Couchbase-backed data workflows, and API integrations.
- Contributed to a laboratory testing simulation platform by developing .NET services with RabbitMQ-based messaging, Redis caching, and automated tests to validate system behavior.
- Accelerated technical evaluations and internal demonstrations by developing proof-of-concept applications on AWS and Google Cloud platforms.

TaleWorlds Entertainment, Ankara, Turkey
Game Developer (Internship)

Jun 2020 – Jul 2020

Contributed to the development of the acclaimed game “Mount & Blade II: Bannerlord”, leveraging C# within a custom game engine to enrich gameplay.

Education

Bilkent University, Ankara, Turkey

Sep 2017 – Jun 2022

- Computer Science - Bachelor of Science (2.8 CGPA)

Projects

Keddy Games, Real-Time Multiplayer Social Game Platform

Mar 2026 – Present

- Designing and building a real-time multiplayer social gaming platform with session-based gameplay, hidden-role mechanics, voting flows, and event-driven game progression.
- Architected a Postgres-backed session engine using Supabase, RLS, and event logs to maintain deterministic game state, reconnect-safe sessions, and scalable multiplayer flows.
- Built a background orchestration layer for timers, game phase transitions, and asynchronous content generation using worker-based job processing.
- Designed an AI-assisted content pipeline combining templates and LLM-generated content to produce dynamic narration and personalized in-game interactions.

HandsGiving, Senior Project

Jan 2021 – Jun 2021

- Led the development of a mobile application designed to connect users through location-based help requests, enhancing community support during crisis events like earthquakes and fostering real-time collaboration.
- Built the frontend using Android Studio and employed a backend with Google Cloud Functions and Firestore.

Skills & Interests

Languages: English (Fluent - C1), Turkish (Native)

Programming Languages: Java, TypeScript, JavaScript (ES6+), Python, C#

Front-End: React, Angular, HTML, SCSS

Back-End: Spring Boot, Node.js, .NET

Data & Messaging: PostgreSQL, Couchbase, Redis, RabbitMQ

Cloud & DevOps: GCP, AWS, Docker, CI/CD, Linux

Tools & Methodologies: Git, Jira, Agile, Unit Testing