

# CAN OGAN KARAGÜN

Software Engineer - Backend Developer

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## Skills

**Programming:** Python, JavaScript, Go, C#, C++, TypeScript, Rust

**Backend & Databases:** Node.js, Gin, Django, Flask, REST APIs, GraphQL, SQL, PostgreSQL, MongoDB, Redis

**Systems & Cloud:** AWS, CI/CD (GitHub Actions), Docker, Git, Microservices, Terraform, WebRTC, WebSockets

**Other:** Unity, Algorithms & Data Structures, System Design, Machine Learning & Reinforcement Learning

**Languages:** Turkish (Native), English (Fluent)

## Experience

### Software Engineer Intern (2025)

**KordSA** - Kocaeli/Turkey

- Built Python backend tools to process and visualize engineering data, automating workflows and reducing manual review time by 30%.
- Integrated data parsing modules into internal systems, improving scalability and reliability of reporting.

### Volunteer Software Developer (2024)

#### Kocaeli University Audio Book Accessibility Project

- Automated text-to-speech conversion pipeline with Python & TTS, reducing manual narration effort.
- Developed modular scripts for batch processing and audio export, making the system usable for non-technical staff.

### Backend Software Engineer Intern (2023)

**Kocaeli University IT Department** - Kocaeli/Turkey

- Implemented a Redis caching layer for authentication and scheduling services, reducing response times by ~40%.
- Contributed to REST API development for internal applications, deployed to production and used by 80,000+ students across the university.

### Freelance Software Developer (2020-Present)

- Delivered backend solutions for client apps with Node.js, Go, and Python, integrating REST APIs, real-time features, and Redis caching.
- Designed scalable services with authentication, data persistence, and deployment workflows for web and mobile clients.
- Developed and published mobile and console games showcasing full-stack delivery and deployment experience.

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## Published Games

**XBOX** | [Danger Close](#) (2021), [Fight Freaks](#) (2021)  
35K+ downloads

**iOS** | [Encounter](#) (2022), [Zigzag Chicken](#) (2022)  
20K+ downloads

## Projects

### • [Go Microservices Project](#)

- Distributed microservices with Go, Docker Swarm, RabbitMQ, gRPC.

### • [Job Queue Service](#)

- Asynchronous task queue with Go & Redis, featuring retries, DLQ, and scheduled jobs.

### • [Hand-Tracking Puzzle Game](#)

- Unity + Python interactive game using real-time computer vision.

### • [Maze Generator & Pathfinding Visualizer](#)

- Python BFS, DFS, Dijkstra, and A\* algorithms with real-time visualization.

### • [SLAM Mapping & Point Cloud Simulation](#)

- Python robot with LIDAR scans and Kalman filter-based localization, visualizing maps and 3D point clouds in real time.

### • [Video Chat Application](#)

- Peer-to-peer video chat using WebRTC, Node.js, Socket.IO with a custom backend signaling server.

### • [Full-Stack iOS App](#)

- MERN backend with REST APIs, authentication, and real-time updates.

\*More projects at [youtube/@coganka](https://youtube/@coganka) & [github/coganka](https://github.com/coganka)

## Education

**Kocaeli University** - Kocaeli/Turkey

**B.Sc. in Electronics & Telecom. Engineering**

Graduated: May 2025

## Courses & Certifications

- Designing Scalable Systems** – Educative
- AWS Cloud Practitioner** – AWS
- 3D Graphics Programming** – Pikuma
- 2D Physics Engine Programming** – Pikuma
- CI/CD Foundations** - Udacity

[github/coganka](https://github.com/coganka)

| [linkedin/canogankaragun](https://linkedin.com/company/canogankaragun)

| [leetcode/cankaragun](https://leetcode.com/cankaragun)