

Azer Koçulu

Software Engineer
Ubud, Indonesia

Email: azer@roadbeats.com
Homepage: azer.bike
Github: github.com/azer
Twitter: [@afrikaradyo](https://twitter.com/afrikaradyo)

Intro

I'm a full-stack software engineer with 10+ years of experience building beautiful looking applications with high performance technologies. I made contributions to open source projects like Firebug since 2007, in addition to sharing over 300 open source projects in Github.

I have strong background with backend technologies such as Go, NodeJS and Python. As you can see in my employment history below, I built high performing backend technologies for top startups such as Jelly and Teespring in San Francisco.

In addition to my backend development skills, I build client-side applications. As an example, you can check my recent project Kozmos at getkozmos.com, and also my homepage at azer.kodfabrik.com.

I'm a highly productive, self motivated engineer with strong communication skills. In the recommendations section below, you'll find recommendation letters from my former co-workers.

Recommendations

Conrad Irwin (CTO at Superhuman, 2017)

"Azer is a phenomenal problem solver, and a great asset on any engineering team. He worked with us on a very high risk project, and it's now in production for all of our users."

Gabe Shahbazian (Software Engineer at Jelly, 2015 - 2016)

"Azer has one of the biggest passions for people I've ever seen. That applies to the software he writes, his attitude and compassion in the office, and his volunteer work around the world. Working with him the past 6 months was inspiring. I was continuously floored by his ability to take ideas from the whiteboard through the engineering process into the hands of our users. Azer can finish projects in the time it takes others to think about the reasons why it won't work. In the future when I'm looking for engineers to hire, Azer is going to be at the top of my list."

Johannes Ma (Software Engineer at Teespring, 2014 - 2015)

"Azer is one of the more idiosyncratic person I've ever met. His imagination and his passion for open source projects is unbound and unmatched. He is a great independent worker but when we would pair he would be both cooperative and collaborative. I think he could thrive under any circumstance, and would consistently produce professional results."

Employment

Superhuman @ San Francisco

Software Engineer (1 Month Contract)

Built a desktop app that launches Superhuman, as well as its Chrome extension on the background.

Contract ended once the app was finished.

Kozmos @ Bali, Indonesia

Founder (January 2017 - Current)

Designed, built and maintained the whole platform written in Go in backend, (P)React in front-end.

Built high-performance importing tool that can scale to hundreds of people uploading big files at same time.

Built a high-performance scraping service that can scale to thousands of concurrent users.

Built a search engine using Elastic Search as a service.

Built Chrome, Safari and Firefox extensions.

Implemented server-side rendering for (P)React components using Duktape. Open sourced it at github.com/azer/preact-go-starter

Built a custom robust deployment scripts for AWS to deploy pieces of the platform independently, using best practices in the industry.

Shot edited a promotion video for marketing purposes. (Can be watched in the homepage)

Jelly @ San Francisco

Software Engineer (October 2015 - June 2016)

Built image, search, user permission management, magic answers, search engine APIs using Go.

Built auto-tagging system for the content.

Built a feature-rich admin app that gets easily extended, using React and Redux

Built integration with Amazon's Alexa product

Developed internal libraries for solving complex problems with abstractions that save time, and make the codebase more maintainable.

Teespring @ San Francisco

Software Engineer (March 21, 2014 - September 2015)

Built a high-performance image processing server that serves 5 million images per day, using Go programming language.

Participated development of the analytics application using React library, leaded efforts to extract the application into its own repository.

Built an auto-tagging service in Go.

Maintained and developed deprecated image generation server written in NodeJS.

Built a color conversion library for Pantone swatchbook to reduce the amount of incorrect color conversions. Made extended research and developed visualization tools to make the conversion close to perfect.

Participated development of the t-shirt composer application written in JavaScript. Added features, did bug fixings, wrote open source libraries for it, and also redesigned it.

Rdio @ San Francisco

Software Engineer (April 29, 2013 - November 8, 2013)

Participated in the development of the Rdio web app

Main Duties:

- Building and maintaining new landing pages of the site.
- Improving the custom component system of the application.
- Speeding up the testing tool
- Creating dynamic HTML e-mails
- Fixing bugs

Zendesk @ San Francisco

Software Engineer (October 31, 2011 - April 19, 2013)

- Participated development of chat apps
- Restructured chat projects in CommonJS packages and modules.
- Built a micro-framework to test realtime apps by users and agents

Main Duties:

- Building the chat platform of the site.
- Investigating and fixing performance issues.
- Creating JavaScript libraries needed.
- Fixing bugs
- Building testing tools to catch and fix bugs

Kartaca @ Istanbul

Software Developer (December 1, 2008–September 5, 2009)

- Built a shopping platform. (Python, Django and PostgreSQL)

Main Duties:

- Building web applications for the company itself.
- Building web applications for the external clients of the company.
- Maintaining existing applications made for external clients to improve company revenue.
- Creating JavaScript libraries needed.
- Fixing bugs

Gittigidiyor @ Istanbul

Software Development Specialist (May 5, 2008–November 28, 2008)

- Built a front-end application for designing web based stores

Main Duties:

- Creating JavaScript libraries needed.
- Helping the engineering team to write JavaScript
- Finding and patching security issues.
- Building the front-end of the store designing application.
- Building small components needed for the site.

Pagos Inc. @ (Remote: Istanbul / Cambridge, MA)

Software Engineer (November 19, 2007–April 25, 2008)

- Built a real-time, web-based spreadsheets application.

Main Duties:

- Building front-end of the spreadsheets app.
- Creating JS libraries needed
- Fixing bugs

Solo Projects

GetKozmos.com, 2017

`getkozmos.com`

NovaTogatorop.com, 2015

`novatogatorop.com`

MultiplayerChess.com, 2011

`multiplayerchess.com`

happy hacking linux, 2017

A Linux Distro For Software Developers

`azer.bike/happy-hacking-linux`

kaktus, 2016

A Web Browser With New Tabbing Redesigned

`github.com/kaktus/kaktus`

Knowledge and Experience

Programming Languages: Go, Clojure, Python, Common Lisp

Technologies: NodeJS, HTML5, CSS, Redux, React

Databases: PostgreSQL, MySQL, LevelDB, Redis, CouchDB

Systems: Linux

IDEs: Emacs

Education

AD Computer Technology and Programming - Suleyman Demirel University, 2007.

Computer Software - Isparta Anatolian Technical High School, 2005.

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`http://azer.bike`