

Bariş Karamanlı

23-year-old, Turkish, Software engineer.

Contact

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GitHub: <https://github.com/Obyvante>

Skills

Programming Knowledge

- ❖ Have strong knowledge of **Java**, **Javascript/TypeScript**, **Lua**, and **Go**.
- ❖ Experienced with **Kotlin**, **Python(3)**, and **Scala**.
- ❖ Have knowledge and used **C++**, **C#**, and **Solidity**.

Library/Framework Knowledge

- ❖ Have strong knowledge of **Spring Boot**, **Svelte**, and **Javalin**.
- ❖ Experienced with **NodeJS**, **React**, **Quarkus**, and **Gorilla**.

Database Knowledge

- ❖ Have strong knowledge of **MySQL**, **MongoDB**, **Redis**, **PostgreSQL**, **Cassandra**, **InfluxDB**, and **TimescaleDB**.
- ❖ Experienced with **RabbitMQ**, **ZeroMQ**, and **ScyllaDB**.
- ❖ Have knowledge and used **CouchDB**, **MariaDB**, **Prometheus**, **Apache Spark**, and **Elasticsearch**.

Other Knowledge

- ❖ Familiar with **OOP**, **Network Protocols**, **Docker**, and **Kubernetes**.

Development Environment

- ❖ Linux-based-OS, mostly Debian or WSL on Windows.
- ❖ Git.
- ❖ IntelliJ IDEA, Visual Studio Code, Visual Studio, Sublime Text.
- ❖ Docker and Kubernetes to test development codes or using a cloud provider Google Cloud, Digital Ocean, Hetzner, or AWS.

Experience

Founder & CEO & CTO

Individual Company

2016-01 ~ NOW

I have been working as a freelancer for over 6 years. What I mostly focused on are backend(Java, Go, Lua, TypeScript), DevOps(Cloud management, Docker, Kubernetes, security layers like firewall), GitOps, and performance tuning(bare metal dedicated server, garbage collector & heap memory & thread & analyze)

Co-Founder & CTO

Barden Games

2021-09 ~ 2022-03

Barden Games is a multi-platform video game company. The first game development was in Roblox.

Used Technologies

- ❖ Java 17 (Gradle 7.4) (base library, backend for security and firewall, RestAPI)
- ❖ Go/Golang (gRPC backend, communicating with microservices in internal Kubernetes cluster, heavy task processor)
- ❖ Docker & Kubernetes
- ❖ MongoDB (Persistent data & NFS via AWS S3 bucket & 3 datacenters supported replicate sets)
- ❖ Redis (Caching user-profiles and heavy task results -> sorting, fetching, etc.)
- ❖ TimescaleDB (Storing consistent and persistent metrics)
- ❖ InfluxDB (Storing instant and analyzing data metrics including Kubernetes node and pod usage monitor)
- ❖ Grafana (Monitoring statistics and metrics by TimescaleDB and InfluxDB)
- ❖ gRPC (integration for having stable API calls for both Java and Go backend servers. Mostly using Bidirectional streaming and Unary RPC)
- ❖ HTML, SASS, and React(TypeScript) for a website, admin panel, and dashboard.

Founder & CEO & CTO

Obyvante

2018-09 ~ 2019-01

Obyvante is the server project of the Minecraft MMORPG game. It hosted over 50,000 registered users and 200 concurrent players.

Used Technologies

- ❖ Java 11 (Gradle) (Backend for Minecraft game server)
- ❖ Go/Golang (gRPC backend, communicating with microservices in internal Kubernetes cluster)
- ❖ Docker & Kubernetes
- ❖ MongoDB (Persistent data & NFS via AWS S3 bucket)
- ❖ Redis (Instant communication with Minecraft server instances and caching user profiles)