

Deniz Ozkaynak

Citizenship Status: USA, Turkey dual citizen

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PROFESSIONAL SKILLS

Languages: TypeScript/JavaScript, ECMAScript, HTML/CSS, Python, & C#

Core Tech Stack: React, redux-toolkit Next.js, Node.js, Apollo GraphQL

Additional Software: AWS (API Gateway, Cognito, IAM, Lambda, & S3), WCAG, AngularJS, husky, nvd3, Google Analytics & GSC, Git, GitLab CI/CD, GitHub Actions, Jenkins, VS Code, PyCharm, Atlassian Suite, Lighthouse, commercetools Frontend (formerly known as Frontastic), Axios, lerna, yarn, npm, Unity 3D, and Adobe Creative Suite.

WORK EXPERIENCE

[Green Thumb Industries](#), **Senior Full Stack Developer (SRE)** for risecannabis.com March - Aug 2024

- As the Site Reliability Engineer, I analyzed the build/release pipeline and corresponding codebases to find areas to introduce process controls and efficiency improvements, enhancing the stability & timeliness of release deliveries to stakeholders.
- Created, documented, & maintained a stable E2E build/release process across our entire tech stack, built upon a serverless microservice architecture; I then executed build/releases as requested by Web Dev team on both a scheduled and ad hoc basis.
- **Result:** faster, seamless deployments to production during both business hours and off-hours with a well-documented process anyone could repeat, if the usual resources were not available.

[Green Thumb Industries](#), **Senior Full Stack Developer** for risecannabis.com May 2022 - March 2024

- Contributed to planning & execution of a [major tech stack migration](#) from a static WordPress site to a headless CMS rendered by a modern NextJS + React frontend, as well as a significant frontend redesign in parallel to the tail end of the migration.
- Drove iterative improvements to SEO value, accessibility rating, user experience, and more by scoping out key bodies of work, collaborating with leadership to plan/distribute work.
- **Result:** a robust, scalable website with 100% uptime during business hours and 97% uptime overall.

[Treppe](#), **Full Stack Developer, Software Engineer II** Jan 2019 - May 2022

- Developed a new greenfield Appraisal product built with React, Redux, & NextJS in TypeScript alongside the development and ingestion of a Shared Component Library (SCL) intended for internal reuse companywide utilizing [lerna](#), yarn, Storybook, GitHub Actions, & npm to develop, maintain, build, test & deploy components packages.
- Contributed to development of a [now open-sourced](#) authorization & entitlements service built by the parent company DMGT.
- Maintained and enhanced core product TreppLoan for 2 years:
 - Maintained legacy Perl codebase, while leading development of new features in AngularJS & later a migration to React.
 - Wrote NodeJS webservices to interface with backend resources, as well as MongoDB schemas for new user-input features.

[Happy Code Club](#), **Co-Director, Curriculum Writer, Instructor** Sept 2016 - Oct 2018

- Wrote 8 STEAM curricula, encompassing over 70 hours of material & taught classes for students 5-16.
- As Co-Director, managed & oversaw development of internal instructor training modules, marketing materials, & [website](#).

Lockheed Martin Advanced Simulation Center, **Software Engineer** May 2015 - Aug 2016

- Obtained U.S. Government "Secret" Level Security Clearance (**now expired**).
- Scripted AI behaviors in C# for advanced Augmented Reality training simulation in Unity3D.
- Demo'd augmented reality simulation for clients, ranging from newly minted officers to senior military officials.
- Added functionality to, or performed migrations of, existing systems in C++ & C# in support of classified engineering deadlines.

NaviNet Incorporated, **Software Engineer Co-op** Jan - Sept 2013

- Wrote Python scripts to automate various tasks for the full-time QA & software developers (and future co-ops) such as: Automated software setup & configuration of a new software developer's machine; Web-scraping and parsing HTML for [Splunk indexing of job data](#); Creating [nightly daemons](#) for fresh Sauce & [spinning up virtual machines](#) (posted with employer's permission).

EDUCATION

NORTHEASTERN UNIVERSITY, Boston, MA | Graduated May 2015

Bachelor of Science in Computer Science and Game Design from the *College of Computer & Information Science*

Awards & Honors: Dean's List, [Runner up](#) in GitHub's Game Off 2013, Northeastern Game Demo Day Runner up 2015