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## Keywords:

Ruby, Ruby on Rails, Goliath, Sinatra, Web Sockets, API, Postgresql, MySQL, Cloud, Heroku, AWS, Docker, Micro Services, Javascript, Backbone.js, Meteor.js, Vue.js, Firebase, HTML5, CSS, SCSS, Git

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## Employment History:

### **SLA Support Engineer, Pearl Linguistics**

February 2016 - February 2017

I've agreed to help Pearl Linguistics, recently closed down company who used to provided varying services to UK public sector, with a significant traffic. They were using badly shaped Rails 2 application as a core booking software. However, since I started as a support engineer have transformed the parts of old app into small modules using Google Firebase and Rails 4 as they fit. Unfortunately in the middle of ongoing development the company faced legal problems what we don't know in detail.

### **Web Engineer, 1roof.com**

December 2015 - February 2016

I was helping 1ROOF team to enhance their product and deeply understand different aspects of a web application. I've started by analysing their current technology stack and since then have been proposing better options to fix existing problems and making the product future proof. My works including, but not limited to, a whole database architecture, bunch of software design diagrams, fixing their web design (<http://1roof.com>), NPS engine and authentication engine. And of course daily routines of running a continuously integrated application.

## **Front End Developer, Audioboom.com**

January 2015 – July 2015

I have started to work on Audioboom.com for helping revamp their website. Despite my title, I've worked as a full stack dev. Whenever I saw something wrong, or needs an improvement then got my hands dirty on every part of stack as usual. My daily routine was fixing issues on Github, writing code with Ruby, Javascript and React.js, testing with Rspec and Mocha, deploying with Capistrano and doing research and development for new and better version of particular parts of the app. Also enjoyed for joining discussions about future of audioboom.com.

### Featured Projects

- **Audioboom Waves**  
RESTful API to extract waveform data from audio files to serve, written in Ruby, deployed to AWS Elastic Beanstalk
- **Audioboom Waveform**  
Javascript library which consumes Waves to render animated and static waveforms on browsers, in several fashion.
- **Boom Player**  
Javascript audio player for desktop and mobile browsers for rtmp & http streaming, extensible with plugins such as; pre & post roll ads, embedly. Pluggable UI options with React.js, Blaze, jQuery and plain Javascript & HTML5.

## **Founder, Hackberry**

August 2012 – Present

Hackberry is a software studio bringing together top-end designers and developers to deliver successful bespoke projects.

My role at Hackberry is highly varying, I can find myself while coding with C++ to deliver interactive 3D animations or designing information architecture for high profile e-commerce platforms or consulting on technology choices for large scale web campaigns. Please visit <http://hackberry.biz> to see few more examples of what I have done on behalf of it.

### Featured Projects

- **Campanify** (<http://campanify.it>)  
Campanify is a digital campaigning management tool as a service. It has shut down last year but still powers many web campaigns such as Save the Arctic ( <http://www.savethearctic.org> ) and Liga das Florestas ( <http://ligadasflorestas.org.br> ). The Campanify platform helped Greenpeace to reflect their actions on the web in no time with a bunch of additional tools like highly customizable and scheduled emailing system or multilingual content management and role based user model as well as high order data querying tools.

Campanify basically consists of one main RoR application as a website factory and customer interface and a template application which main app references when generates blank new application.

- **Lend a Tweet** (<http://github.com/lemmycaution/lend-a-tweet>)  
Little open source project for Greenpeace UK made with RoR to provide a platform for taking “tweet” donations from their supporters. Lend a Tweet allows social media managers to broadcast multimedia tweets to donors account on their behalves.
- **Bespont** (<http://www.bespont.com>)  
Bespont was another startup try which has never reached it’s goals due to lack of support from other founders, mainly because of unresolved problems on logistic part of the project instead of technical progress.

I have developed an RESTful API, Admin CMS, A core product site, Notification API and Simple AI to learn user habits and provide more intelligent product feeds, built with Ruby, RoR, Goliath, PostgreSQL and RabbitMQ.

- **Actn.IO** (<http://actn.io>)  
Backend as a Service experiment built with Ruby, Goliath, PostgreSQL, PLV8 and Javascript on top of CoreOS.
- **Green Valley** (<https://github.com/hackberry-gh/gv-valley>)  
Micro PaaS experiment built with Ruby and Distributed Ruby.
- **Aygaz, Step in the Future** (<https://vimeo.com/113534798>)  
I have developed three multi-touch informative animation of this big interactive installation using OpenFrameworks(C++) and OpenGL.

**Co Founder, Denizaltı Bilişim**

April 2012 – August 2012

After working together at stem.io, we have decided to form a company together with Dara Kilicoglu, one of the best designers of Istanbul and an old friend. After finishing vodvod project Dara moved to Copenhagen and started to work for Donkey Republic and we've suspended our business.

## Featured Projects

- **Vodvod**

Netflix like video platform for Turkey's market.

I was sole developer of core Ruby on Rails app, automated payment and billing system and recommendation engine.

## **Ruby Developer, stem.io**

January 2012 – March 2012

I have joined stem.io to rescue them from a catastrophic penalty of a passed deadline. After a couple of meeting with the team and hands on coding sessions we have delivered Sense (<http://www.sensekit.com/>), another social media monitoring tool for Turkey's market.

## **Web Developer, Freelance**

2009 – 2012

While working as a freelancer I have designed and developed various websites and applications with mainly with RoR, such as e-commerce front for Edisyon– a fine local art gallery, on top of [Spree](#), several campaign websites for Greenpeace which were the precursors of [Campanify](#), and Facebook and other social media related applications for advertising agencies.

## **Lead Developer, Balina**

March 2009 – September 2010

When a close friend of mine, Ozgur Atmaca (<http://buyukayi.com>) asked me to join his brand new agency as a lead developer, we both agreed on that there would have to be something game changer, and it has happened. We have made tons of micro and small online ad campaigns, online and location based games as well as interactive applications.

At Balina I have found a chance to push the limits as a team leader and mix art, design and computer programming on many successfully public facing projects.

## Featured Projects

- **Fiat Multi-touch Car Configurator** (<https://vimeo.com/16207797>)  
Custom multi-touch table and interactive software built with Java and OpenGL.

### **Web Developer, Manadigital**

September 2008 – March 2009

When I was bored of doing static designs, I decided to go back to more adventurous world of coding again. Applied and immediately started to work at one of the most successful agencies of Istanbul, Manadigital, which has been acquired by DDB Worldwide lately. I have worked mostly with the research and development department. Developed browser based multiplayer games and some other online multiple user experiments as well as contributed back and front-end web development on many projects.

### **Graphic Designer, Brav**

January 2005 – April 2007

By taking fine arts education I gained a wider vision on visual aesthetics and wanted to test my artistic skills on something I have been more interested in, computer graphics. So, I started to work at Brav as a graphic designer and produced a lot of digital art for its clients, who are fashion designers and *pret-a porter* giants.

### **Junior Java Developer, Kuşman Software and Technologies**

2000 – 2002

After spending lots of time with CS students in and around Istanbul I have decided to start working somewhere where I can learn to code (and business), instead of going to school. So, thanks everybody at Kuşman who helped me a lot by sharing their knowledge on computer programming, I have become a junior java developer in very short time and contributed to the company's goals.

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Education:

Mimar Sinan Fine Arts University  
Painting Department  
2003 – 2005 (Dropped Out) Istanbul, Turkey

Akdeniz Fine Arts  
Nurettin Erkan's Studio  
2001 - 2003 (2 Years) Istanbul, Turkey

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## Links:

<https://github.com/hackberry-gh>

<https://github.com/lemmycaution>

<http://uk.linkedin.com/pub/onur-uyar/10/567/49b/>