

Arda S. Pektezol

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WORK EXPERIENCE

Commencis

July 2022 - Present

Software Engineer | July 2022 – Present

Istanbul, Turkey

- Using Golang to develop robust and high-performance backend services with AWS Lambda for over 5 projects, some reaching traffic for over 25000 requests / minute.
- Lead the initial backend development stage for an internal project in the first 6-months of my employment, writing more than 25+ microservices for said project.
- Crafted a Face Comparison AI application using AWS Rekognition for a financial institution, enabling secure loan authorization through facial recognition technology with over 99.9% accuracy.
- Assisted a game studio in managing 10000+ concurrent player data with AWS DynamoDB & DAX, paired with developing a responsive backend using Golang for close to real-time get and update requests.
- Implemented multiple Infrastructure-as-a-Code CI/CD pipelines using AWS CDK with TypeScript, allowing a project structure to be up in under 5 minutes with all the configurations needed.

EDUCATION

Georgia Institute of Technology

Starting Jan 2025

Master of Science (M.S), Computer Science

GA, United States of America

MEF University

Sept 2020 - June 2024

Bachelor of Science (B.S), Computer Engineering

Istanbul, Turkey

- Dean's High Honors, 3.69/4.0 GPA, 240 ECTS
- Google Developer Student Club Member
- TUBITAK 2209-A Research Project Support Grant for Senior Design Project.

CERTIFICATIONS, SKILLS & INTERESTS

- Certifications:** AWS Solutions Architect Associate (SAA-C02), AWS Certified Developer Associate (DVA-C02), AWS Certified Cloud Practitioner (CLF-C01)
- Skills:** Golang, Python, C, Java, JavaScript, TypeScript, SQL, HTML, CSS, Git, Linux, Shell Scripting, Assembly, Docker, CI/CD, AWS; EC2, RDS, Lambda, ECS, ECR, DynamoDB, DAX, Rekognition, CodePipeline
- Interests:** Logic Puzzles, Researching, Formula 1, Board Games (go & chess), Video Games

PROJECTS

Portal 2 Least Portals Hub

lp.ardapektezol.com | [GitHub](#)

- Leading the open-source community project for a website intended for a niche part of the Portal 2 gaming community, where the website acts as both a place of knowledge, and a place of competitiveness with a leaderboard.
- Actively worked on the architecture and the backend, at the same time, the visual design and frontend aspects are done via several contributors. The frontend is done using React.js, while the backend is written in Golang.

BitReader

[GitHub](#)

- Developed a bit reader library with big and little endian support for the Golang community.

sdp.go

[GitHub](#)

- Created a CLI tool for parsing demo binary files from Source engine games; using the custom BitReader library.