

FURKAN OGUTCU

Backend Developer

Samsun, Turkey | furkan@furkanogutcu.com
linkedin.com/in/furkanogutcu | github.com/furkanogutcu

PROFESSIONAL SUMMARY

I have been building backend systems in the Node.js and TypeScript ecosystem for over four years. I work on microservices, event-driven systems and high-traffic APIs, and I take ownership of every stage from system design to production. I care about building reliable, testable and maintainable software.

WORK EXPERIENCE

Backend Developer

Aug 2022 – Present

Bordo.io · Samsun, Turkey

- Co-designed and built the new version of OmniMessage, the messaging infrastructure behind the enterprise customer communication platform MonoChat, replacing the legacy system with an event-driven architecture of 13 microservices.
- Own development and production operations for a platform that processes hundreds of thousands of messages a day across hundreds of business channels.
- Designed a Kafka-based message pipeline that guarantees per-conversation ordering and reliable delivery. The new architecture eliminated the message loss of the previous version.
- Worked on the integration layer that unifies WhatsApp Business, Instagram, Messenger, TikTok, Telegram and SMS behind a common gRPC provider interface. Built the Gupshup and TikTok Business integrations end to end.
- Made webhook delivery to customer systems reliable and fault-tolerant with signed requests, retry policies and a Dead Letter Queue.
- Built the platform's authentication and authorization layer (JWT, RBAC, 2FA, rate limiting) and designed field-level encryption for sensitive data.
- Led backend development of product features including WhatsApp templates, WhatsApp Flows, marketing messages and voice calling.
- Contributed to architectural decisions, code reviews and mentoring of new team members.

PROJECTS

Kumpazan – Real-Time Mobile Trivia Game

2026 – Present

Personal project

- Building the product end to end: the game server, a React Native (Expo) mobile app and a React-based admin panel.
- Designed a server-authoritative backend that keeps matches fair and tamper-resistant, with WebSocket-based real-time matches, matchmaking, leaderboards and an in-game economy.
- Technologies: NestJS, PostgreSQL, Redis, WebSocket, OpenTelemetry, React Native, React

TECHNICAL SKILLS

Languages: TypeScript, JavaScript, SQL

Backend: Node.js, NestJS, Express.js, Fastify, REST, gRPC, WebSocket

Databases: PostgreSQL, MongoDB, Redis, Prisma, TypeORM

Messaging & Queues: Apache Kafka, BullMQ

DevOps & Monitoring: Docker, GitHub Actions, Prometheus, Grafana, AWS S3

Testing: Jest, Vitest

Architecture: Microservices, Event-Driven Architecture, Distributed Systems, System Design

EDUCATION

B.Sc. in Computer Engineering

2019 – 2024

Ondokuz Mayıs University

GPA: 3.18 / 4.00

LANGUAGES

Turkish: Native | **English:** Elementary (A2)