

Fatih Uludogan

Backend Engineer | Full-Stack Developer

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Summary

Backend Engineer with 3+ years building scalable web applications using Node.js, NestJS, TypeScript, and AWS. Architected backend systems serving 50K+ users with 2K+ concurrent WebSocket connections. Delivered 40-65% performance improvements through caching and query optimization in early-stage startup environments.

Experience

Full Stack Developer — **turnuvam.com** | Jan 2025 – Present

- Architected e-sports platform from scratch, scaling to 50K+ users and 3K+ concurrent users.
- Built real-time WebSocket chat handling 2K+ concurrent sessions with <100ms latency.
- Integrated Riot Games, PUBG Mobile, and Steam APIs to automate tournament flows, reducing manual admin work by 80%.
- Built microservices architecture with background job queues for tournament scheduling and automated notifications.
- Improved Lighthouse performance score by 65% through Redis caching, MongoDB query optimization, and N+1 query elimination.

Backend Developer — **TrAir Software** | Sep 2024 – Jul 2025

- Developed 30+ RESTful API endpoints powering B2C multi-venue reservation platform serving 50+ venues.
- Implemented Stripe payment integration with dynamic pricing logic and secure transaction handling.
- Built Wise-integrated digital wallet module enabling deposits, refunds, and withdrawals with full audit logging.
- Reduced average API response time by 40% through Redis caching and PostgreSQL query optimization.
- Strengthened API security with RBAC, JWT authentication, and rate limiting, achieving zero security incidents.

Founder & Full Stack Developer — **Aile Dostu** | Dec 2023 – Jan 2025

- Built a movie/TV recommendation platform integrating IMDb and GPT-4 for AI-powered personalized recommendations.
- Developed responsive UI with Next.js 14, TypeScript, and Tailwind CSS.
- Implemented RBAC authentication, community forums, and secure REST APIs using NestJS and MongoDB.
- Automated CI/CD pipeline with Docker, Jenkins, and Cloudflare.

C++ Developer — **Independent** | Jun 2022 – Dec 2023

- Built C++11 automation and computer-vision tooling using OpenCV for object tracking/recognition.
- Developed high-performance desktop GUIs with Qt Framework.

Technical Skills

- Backend: Node.js, NestJS, Express.js, REST APIs, WebSockets, AI/LLM Integration, OpenAI API, OAuth 2.0, JWT, RBAC, Rate Limiting, Background Jobs (Bull), Microservices, Event-Driven Architecture
- Databases: MongoDB, Mongoose, PostgreSQL, TypeORM, MySQL, Redis, Query Optimization, Indexing, Data Modeling
- Testing: Jest, Unit Testing, Integration Testing, TDD
- Frontend: React, Next.js 14, TypeScript, JavaScript, Tailwind CSS, HTML/CSS
- Cloud/DevOps: Docker, AWS (EC2, S3, Lambda), CI/CD, GitHub Actions, Nginx, Cloudflare
- Methodologies: Agile, Scrum
- Languages: TypeScript, JavaScript, Python, C++

Projects

- prometheus-os (C++/Assembly): Custom OS with hardware communication, memory management, and GUI.
- TinyDB (C++): SQLite-like lightweight DB with B-Tree indexing, unit tests via Google Test/Boost.
- Version Controller (C++): Git-like VCS using zlib and Boost.

Languages

English — B2 | German — A2 | Turkish — Native

Education

Self-Taught Software Engineering | 2022 – *Present*

- Focused on data structures, algorithms, systems programming, and distributed systems