

OZGUR AKBABA

Technical Lead | Frontend Engineer

A. Los Angeles, CA 90036
T. (209) 237-9712
E. hello@ozgurakbaba.com
W. <https://www.ozgurakbaba.com>

PERSONAL STATEMENT

A technical lead with frontend engineering background and proven agile management skills, ready to continue and contribute to creating unique, immersive and engaging customer experiences.

With the goals, responsibilities and roles to assess, improve, implement and manage processes from ideation to delivery of products / services for various industries and global brands / agencies including Fox Networks, FX, Sony, Nike, Adidas, Riot Games, Turkish Airlines, Edelman, Mindshare and Fjord.

A true believer, follower and dreamer of Virtual Reality (VR), Augmented Reality (AR) and Mixed Reality (MR) as the final frontiers of "creative storytelling and production".

As a technical lead and producer at VR DGMND, I was responsible for leading design and implementation activities to manage research and technology selection processes, prototype development, content production, and guiding user interaction activities through wide-ranging technologies.

"If you want something new, you have to stop doing something old." Peter Ducker

EXPERIENCE

12/2007 - 04/2018

DGMND (digimind) LLC

ISTANBUL, TURKEY

Managed, controlled and sustained DGMND's and its sub-brands major projects, services, products, teams, assets and main revenue streams as Managing Partner.

Technical Lead, Producer | VR DGMND | 11/2015 - 04/2018

- Technical leadership for research, conceptual design, pre-production, co-directing, stitching, post-production, and distribution steps of the 360 / VR content production cycle.
- Producer with key responsibilities to plan, execute and release immersive, interactive and unique customer experiences in 360, VR and AR content platforms for end-users and high-end brands / agencies.
- 360 / VR / AR content production and prototyping for VR hardware including Samsung Gear VR, Oculus Rift, HTC Vive and Google Daydream with Unity IDE.

Project Manager, Frontend Engineer | DGMND | 01/2010 - 04/2018

- Project planning from concept to final delivery/release including product, budget, and development plan with go-to-market strategies and distribution plan for launch.
- Identified immediate and upcoming client requirements, and collaborated closely with other team members, freelancers, contractors (both in-house and third parties) and brand teams as a point of contact to plan, design and develop the best possible, robust solutions.
- Creative lead web developer with a software engineering expertise and background to deliver modern, interactive and responsive online experiences for end-users based on specific requirements and specifications.
- Research, design, and implement scalable web applications with information architecture (IA), identification, extraction, analysis, and indexing in mind.
- Designed, implemented, deployed, released and maintained responsive, content-first websites utilizing Cloud Services (Google, AWS), Linux and Windows stacks with HTML5, CSS, JavaScript, jQuery with front-end frameworks including Bootstrap and Foundation.
- Created and deployed e-commerce sites integrated with both local and international payment methods including PayPal, Shopify, and other payment gateway APIs.
- Search Engine Optimization (SEO) analysis, initial integration, reporting and integration services with social platforms for online campaigns.

Project Manager | 1015 COLLECTIVE | 01/2010 – 12/2017

- Coordinated and managed end-to-end operations of a co-working space for professional creative freelancers consisting of directors, photographers, producers, designers, and developers with our partners.

Co-Founder, Junior Frontend Engineer | DGMND | 12/2007 - 01/2010

- Delivered awarded corporate and micro websites for advertisement, entertainment, music, and consumer industries developed with HTML, CSS, JavaScript, Flash (ActionScript) and C# (.Net) languages on various Content Management Systems (CMS) including WordPress, Joomla, Drupal, and Sitefinity, in connection with MySQL or MsSQL databases.

10/2006 - 11/2007

SIEMENS CORPORATE RESEARCH INC.
Junior Software Engineer

PRINCETON, NJ US

Designed and organized Unit and Component tests to fix bugs in a sophisticated Network Management System (NMCS) at Automation and Control Department.

- Implemented designs, including experimentation and multiple iterations with C#, C++ and MsSQL in Microsoft Visual Studio development environment.
- Experienced and actively worked with version control systems, SVN and IBM Rational ClearCase.
- Wrote maintainable and extensible code in a multi-cultural and multi-disciplinary development environment.
- Modified existing software base to correct errors, upgrade interfaces, and improve performance.
- Understanding and experience in AGILE product development methodology and SCRUM framework.

02/2005 - 10/2005

HAVELSAN INC.
Junior Web Developer, Intern

ANKARA, TURKEY

Designed and developed the webmail (in addition to internal messaging) client for the National Justice Network (UYAP) for Ministry of Justice.

- Contributed and implemented the design concepts generated by UX specialists and UI designers to deliver requested solutions.
- Revised and integrated new business logic with the new user interface using HTML, CSS, PHP and MySQL.
- Simplified the code and improved the structure (syntax) of the main code base. Tested and fixed bugs of both internal and external versions.

EDUCATION

2007 - 2010

BOGAZICI UNIVERSITY
Master of Science - MS, Computer Software Engineering

ISTANBUL, TURKEY
GPA: 3.58

2002 - 2006

BILKENT UNIVERSITY
Bachelor of Science - BS, Computer Technology and Information System

ANKARA, TURKEY
GPA: 3.39

1998 - 2002

BORNOVA ANATOLIAN HIGH SCHOOL
High School Diploma

IZMIR, TURKEY

KEY ASSETS

- 10+ years of technical lead experience for research, development, documentation, presentation and production of interactive visual communication solutions.
- 8+ years of project manager and producer experience for working collaboratively with graphic designers, developers, post-production artists, animators, directors, producers, creative directors and brand marketing teams.
- 4+ years of experience with both hardware (360 Cameras, Rigs, Equipment) and software (Kolor Autopano Video Pro, Giga, Panotour, Mettle, Adobe) for 360/VR/AR content production and development (prototyping) with Unity for Samsung Gear VR, Oculus Rift, HTC Vive and other 360 content platforms.
- 10+ years of hands-on experience with Web Design, Development, Deployment and Testing operations with HTML5, CSS3 / SASS and JavaScript languages via modern Frontend JS Frameworks based on OOP principles.
- 10+ years of experience and delivery with variety of Content Management Systems (CMS) including WordPress, Joomla, Drupal and Sitefinity.
- Responsive Design and Development practices. (Mobile-First Development)
- Experience with Information Architecture (IA), Prototyping, User Experience (UX), User Interface (UI) Design tools (Adobe design, production and development suite) and practices.
- Experience and implementation of Software Project Management paradigms such as Waterfall and Agile Methodologies (Scrum, Kanban).
- Experience with Search Engine Optimization (SEO) integration and implementation. Familiarity and ability to create web analytics reports with Google Analytics.
- Ability to quickly master new software and hardware tools.
- Ability to work comfortably on both Mac / PC platforms and office software.
- Familiarity with the latest web and mobile production standards and practices, as well as social media tools and platforms.
- Excellent oral and written communication skills and ability to communicate and interact with staff from a variety of departments, as well as outside vendors and contractors, with diplomacy and tact.
- Ability to understand and translate requests from non-technical stakeholders and collaborators.

HIGHLIGHTS

- Pragmatic Dreamer
- Entrepreneur
- Creative Thinker
- Strategic Problem-Solving Skills
- Self-Motivated
- Detail-Oriented with Exceptional Follow-Through
- Attention to Visual Details
- Innovative Presentation Skills
- Quick Learner and Adaptor
- Strong Communication Skills

INTERESTS

- Virtual Reality (VR)
- Augmented Reality (AR)
- Cinematic VR
- 180° / 360° Content
- Spatial Audio
- Mixed Reality (MR)
- Human Computer Interaction
- User Experience Design
- Storytelling

LANGUAGES

ENGLISH: Proficient | GERMAN: Elementary | TURKISH: Native

AWARDS & RECOGNITIONS

- 2017 Veer TV (360° Content Platform) | Creator Stories (Interview)
- 2016 Pie VR | Top 360° Creators (Interview)
- 2016 Yagmurlar | 1st 360° Music Video in Turkey (Sony Music)
- 2015 - 2017 MICROSOFT BizSpark Membership (DGMND)
- 2013 ALTIN ORUMCEK Web Awards | Finalist | Education Category
- 2011 FOXCRIME Turkey Launch Campaign | Photobooth
- 2010 JOURNEY | Audio/Visual Projection Mapping Experience
- 2010 IMA (Interactive Media Awards) | Outstanding Achievement | Music Category
- 2010 ALTIN ORUMCEK Web Awards | 2nd Place | Celebrity Category
- 2009 PECHAKUCHA 20x20 Istanbul | Presentation and Q&A