## Contact

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numankavurmaci.github.io/index.html (Portfolio)


## Top Skills

Project Management
Full-Stack Development
Agile & Scrum

## Certifications

Oyun ve Uygulama Akademisi Ideathon 2024
Proje Yönetiminin Temelleri
Proje Planlaması: Her Şeyi Bir Araya Getirmek
Projeyi Başlatma: Projeye Başarıyla Adım Atma

# Numan Kavurmacı


Software Engineer
Samsun, Türkiye


## Summary


I am a passionate software developer with a strong foundation in full-stack development, specializing in modern JavaScript (ES5/ES6+), TypeScript, React, Next.js, and frameworks like Hono. With experience in solving complex problems like caching strategies, list virtualization, and reverse engineering, I thrive in fast-paced environments, delivering scalable and user-focused solutions. I bring a problem-solving mindset, adaptability, and strong collaboration skills, aligning feature goals with broader objectives. My aspiration is to grow as a software engineer by taking on impactful projects that challenge me to improve customer experiences and push boundaries


## Experience

### Infodeal Business Solutions

2 years 6 months

#### Software Engineer

March 2025 - March 2026 (1 year 1 month)

=> Built and launched core TicketPurchase/SHI page templates (Category @ City, City, Performer @ Venue/City, 404, MegaSeats Venue, “Is MegaSeats Legit?”, Maps, Promo Codes, Competitor Fee, React-typed Hero, Manual Carousel), standardizing layouts, data wiring, and SSR/CSR parity to enable consistent CMS-driven page delivery without engineering support.
=> Modernized TicketPurchase event and category layouts by introducing reusable grid and hero variants, standardizing UI patterns, reducing manual styling overhead, and improving cross-page component reuse.
=> Expanded and standardized MapWidget configuration and defaults, adding venue and ticket-list options, a single-color palette, mobile display fixes, and countdown/tooltip defaults to give editors predictable, no-code control.
=> Consolidated shared UI modules across TicketPurchase and SHI (maps, footer, promo, competitor fee, typed React hero), ensuring consistent navigation, rendering behavior, and SSR/CSR parity across surfaces.

=> Resolved UI regressions affecting brand consistency, normalizing email signup behavior, footer logo sizing, and improving mobile header and menu usability across releases.
=> Improved search visibility and SEO quality by correcting city ranking and ordering logic, removing invalid city links, and updating sitemap/robots configurations to reduce 404s and improve relevance.
=> Restored MLB media fidelity by fixing banner eligibility, performer imagery handling, and responsive scaling issues on category pages.
=> Built GTM-friendly components and reverse-engineered internal services and checkout flows to repair malformed assets, improve tracking reliability, and increase conversion resilience.
=> Delivered features in fast-paced, QA-light sprints, partnering closely with stakeholders on acceptance, coordinating releases, and shipping without rollback across BackStage CMS platforms.

### Jr. Full Stack Developer

October 2023 - March 2025 (1 year 6 months)
Remote

-> Delivered high-impact features like Checkout SVG, Ticket SVG, and reusable GTM solutions, directly improving metrics such as SEO, AOV, and customer engagement.
-> Specialized in full-stack web development with React, Next.js, Node.js, and TypeScript, ensuring scalable and maintainable applications.
-> Developed features in the GTM environment using pure HTML, CSS, and ES5 JavaScript, adapting to platform-specific requirements.
-> Built advanced UI components like a custom carousel, venue map and location components, complex header dropdowns in TicketNetwork, and dynamic AI-generated content displays with anchor links.
-> Designed and implemented server-side and client-side rendered components, ensuring optimal performance and seamless user experiences across projects.
-> Tackled complex challenges in backend integration and frontend optimization, such as resolving malformed SVGs and reverse-engineering intricate systems like TicketNetwork’s Seatics for enhanced checkout functionality.
-> Proactively implemented reusable paradigms and best practices for projects like Common Components, improving code quality and scalability across multiple projects.

-> Adapted to fast-paced sprints in a super-agile environment, maintaining high-quality standards under tight deadlines and without a dedicated QA engineer.
-> Applied advanced technical concepts like list virtualization, caching strategies, and ES5-compliant coding to deliver reliable and high-performing solutions.
-> Collaborated with stakeholders and team leads to clarify requirements, align feature goals with business objectives, and ensure successful project outcomes.
-> Continuously embraced challenges as learning opportunities, refining problem-solving, decision-making, and collaboration skills to support team and organizational success.

### BizNezAI
Software Developer
June 2023 - July 2023 (2 months)

In this project, I took the lead in developing a web application focused on assisting listing agents located in UK in creating property listings. The prototype utilized Azure Cognitive Services, Azure Cosmos DB, and Azure Functions to process floor plans, incorporate AI (ChatGPT) and APIs (Google Maps, RoadsAPI), and generate comprehensive listings. I also contributed 2.5k lines of code to establish efficient backends for logic of program, synchronizing functions, user management, enabling user creation, updates, and deletions. By seamlessly integrating user data with Azure Cognitive Search, I facilitated fast and effective searches, resulting in a user-centric experience. My commitment to security, teamwork, and innovation played a significant role in making this prototype, leaving a positive impact on the project's progress.

## Education

### Karabuk University
Lisans Derecesi, İnşaat Mühendisliği · (2017 - July 2022)