



Alperen DOĞRUYOL

COMPUTER ENGINEER

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ABOUT ME

Computer Engineer with strong expertise in **business process automation**, **enterprise workflow architecture**, and **full-stack product development**. Administering a **SharePoint-based internal process management portal** serving 15,000+ users, while leading the migration of key workflows to **Next4biz BPM**, delivering **C#-driven automation**, **role-based access logic**, and **SLA-surpassing support** across business-critical operations. Ranked among the **top 3 support performers** within the directorate. **Founder of Videverse**, where I've built and deployed scalable **CMS platforms**, **Android applications**, and 15+ **Unity games** — combining **engineering depth** with **end-to-end product ownership**. Skilled in translating **business needs** into **high-impact systems** through iterative **design**, **stakeholder collaboration**, and **technical execution**.

EDUCATION

- Işık University - B.Sc. in Computer Engineering

LANGUAGE

- English** : Advance & **Turkish** : Native

SKILLS

- Business Process Automation** (Next4Biz)
- SharePoint** Administration
- Workflow Design** (BPMN)
- Business Requirements Analysis**
- Game Development** (Unity / C#)
- Web Development** (WordPress)
- Android App Development** (Java / APIs)
- Backend Architecture** (PHP / MySQL)

EXPERIENCE

TURKISH TECHNOLOGY

Sep 2023 - Present

Led the migration of legacy SharePoint workflows to Next4biz BPM, taking full ownership of process development for individually assigned forms — from requirements gathering to production deployment.

SharePoint Admin

- Administered** and led a SharePoint-based internal platform supporting **15,000+ users**, **150+ forms**, and **65+ data sources**. Served as **Technical Administrator**, responsible for both infrastructure governance and operational support.
- Managed role-based access control**, **data source validation**, and **user permissions** through **Active Directory** and **custom web services**.
- Diagnosed** and resolved issues in **data accuracy**, **authorization gaps**, **duplicate entries**, and **system consistency** across business-critical workflows.
- Ranked** among the **top 3 performers** in the **directorate (2024)** — maintaining an average response time of 0.69h and resolution time of 0.35h. This performance was **81% faster in response** (3.71h dept. avg.) and **97% faster in resolution** (12.04h dept. avg.), while exceeding **SLA targets of 1h by 31% and 65%**, respectively.
- Handled 6.5%** of all **support tickets directorate-wide (2024)**, showcasing operational **ownership** and **consistency**.

Business Process Automation Specialist

Delivered production-grade workflows on a monthly cadence, averaging **one new process go-live per month** while maintaining **full ownership** across the **entire lifecycle**.

- Collaborated with stakeholders** to **gather** and **refine** business **requirements**, translating operational needs into **structured technical** specifications aligned with **business logic** and **compliance standards**.
- Created** and iteratively **refined BPMN-style workflow diagrams** based on end-user **feedback** and **performance bottleneck analysis** — improving **clarity**, **usability**, and **execution flow**.
- Designed** and **built end-to-end workflows** with **dynamic form logic**, granular **access controls**, and **conditional process branching** — supporting complete operational flows using **Form Designer**, **Workflow Builder**, and **Role-Category Mapping tools**.
- Developed advanced automation logic** through **C# scripting** and **trigger rules**, enabling **exception handling**, **conditional routing**, and **field-level behaviors** beyond typical low-code capabilities.
- Designed document** templates with **dynamic placeholders**, enabling **automated generation** of **approval certificates** and output forms tailored to each workflow step.
- Executed staging-phase **testing** and **UAT validation**, incorporating **feedback-driven** iterations to ensure business rule **alignment** and production **readiness**.

VIDEVERSE - Founder

Mar 2020 - Present

Led full-stack development projects across web, mobile, and game platforms; delivering scalable digital products with a strong focus on usability, performance, and monetization.

Web Developer

- Developed custom **WordPress websites** with **end-to-end ownership**, covering **theme setup, plugin configuration, SEO optimization**, and **fully responsive layouts**.
- Integrated **MySQL/PHP** backends for dynamic content logic and **scalable CMS structures**, enabling non-technical users to manage and update content independently.
 - **videverse.com** – Corporate website for a digital solutions firm. Focused on service promotion, lead capture, and analytics.
 - **oher.com.tr** – Product showcase for a food distributor, featuring an admin-only inventory management system with real-time add/remove/filter/sort functionality.
 - **rmlworld.com** – Real estate platform with map-based property search, taxonomy-driven listings, and advanced filtering tools.
 - **boltcar.com** – Automotive cleaning service site with a mobile-first booking system and admin tools for managing service offerings and pricing schedules.

Game Developer

- Designed and published **15+ mobile games** using **Unity** over **5 years**
 - **Hakimiyet Saltanat** – a strategy card game **fully developed** and **published solo**, ranked **#3 in its App Store category**. Managed the entire **production lifecycle**, including **game design, UI/UX, character art, monetization** (Google Ads, IAP), and **usage analytics**.
- Other projects include **Space Y** (precision-based arcade) and **Bouncy Luck** (casual casino), both shipped within **one month** and **integrated** with **analytics** and **monetization systems**.
- **Continuously experimenting** while building in **Unity 2D/3D with C# scripting**.

Android Developer

- Developed **advanced Android applications** using **Android Studio** and **Java**, integrating **real-time services via Google Maps API, GeoJSON, and Google Pay**.
 - **Micro-mobility project: MicroGO** – a full-stack micro-mobility platform combining a **user-facing app** and an **MVC/PHP/MySQL-based admin dashboard**, enabling **real-time scooter tracking, ride logging, and balance management**. Integrated **Arduino IoT hardware** (GSM + GPS modules) and built a custom **relational database architecture** for seamless cross-system communication.
- Additional Android projects include a custom **email client** and a **multi-client real-time chat application**, with backend services developed in **NetBeans** and **IntelliJ**.

SEMINARS

1. Model United Nations Conference - **Isik University**
2. BAU Game Lab Game Development Adventure - **Bahcesehir University**
3. Android Study Jam - **Isik University**
4. Applied Game Development - **Tipplay Studio**
5. Digital Game Industry and Career Opportunities - **Türk Telekom**
6. Project Development 101 - **GDSC, Isik University**
7. Future Talks Blockchain, Metaverse, Cryptocurrency 101 - **Isik University**
8. Artificial Intelligence Journey - **Isik University**
9. Geciktirme/Erteleme Davranışı ile Baş Edebilme - **Turkish Technology**
10. Temel İletişim Becerileri - **Turkish Technology**
11. Blockchain 101 - **Turkish Technology**
12. Mendix Connect - **Siemens**

REFERENCES

Güler Onuk - Turkish Airlines Technology, SharePoint Project Leader (+90507170599)
Enes Yelci - Product Manager (+905051025885)