

Muhammed Taha Metin

Software Engineer

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PROFESSIONAL SUMMARY

Software Engineer with **fintech experience** at **Softtech**, developing and maintaining **backend services** for banking systems, including **commercial loan** decisioning. Skilled in **Java**, **Spring Boot**, **microservices**, **REST** and **SOAP APIs**, **webMethods** integration, **Oracle DB** and **ETL with IBM DataStage**. Contributed to the **Java 21 migration** infrastructure work, delivered **new features** and **bug fixes**, resolved **incident records**, and improved code quality through **SonarQube** findings and higher **test coverage** using **AI-assisted development**.

TECHNICAL SKILLS

- **Programming Languages:** Java (8, 17, 21), C#, SQL, PL/SQL, Python, JavaScript
- **Frameworks & Build Tools:** Spring Boot, Spring Web, Maven, Gradle
- **Architecture & Design:** Microservices (sync/async), ESB, enterprise integration, OOP, SOLID, design patterns
- **APIs & Integration:** REST, SOAP, WSDL, XSD, XML, OAuth2, Swagger, webMethods Integration Server & Designer
- **Databases & ETL:** Oracle Database, MongoDB, DBeaver, IBM DataStage, ETL, data migration, batch job scheduling
- **Testing & Code Quality:** JUnit 5, Mockito, JaCoCo, unit testing, test coverage, SonarQube, SoapUI, Postman
- **DevOps:** Docker, Kubernetes, OpenShift, IBM WebSphere, Azure DevOps (TFS), CI/CD, Digital.ai Release (XL Release)
- **Logging & Monitoring:** Log4j2, OpenShift
- **Workflow & Collaboration:** Agile/Scrum, Jira, Confluence, Git, GitHub, Trello
- **AI-Assisted Development:** OpenCode, Claude, LLM-based coding assistants

PROFESSIONAL EXPERIENCE

Software Engineer — Softtech, Istanbul, Türkiye Aug 2024 – Oct 2026

- Developed and maintained **Java/Spring Boot microservices** for banking products, building **REST and SOAP APIs** with synchronous and asynchronous communication.
- Built **webMethods flow services** on Integration Server (ESB), routing data from new services to Java backends for persistence in Oracle DB or processing by the **decision engine** for **commercial loan** credit scoring and evaluation.
- Contributed to the **Java 21 migration**, upgrading multiple microservices from Java 8/17 to Java 21, including the **javax → jakarta** migration, Spring Boot upgrades and Maven/Gradle dependency updates.
- Built **IBM DataStage ETL** jobs with batch job scheduling to migrate customer data across enterprise databases into **Oracle**.
- Added **new features** end to end, delivered bug fixes and hotfixes, and provided **production support**, resolving **incident records** within SLA.
- Traced production issues via **log analysis** (Log4j2) on **OpenShift**.
- Wrote **unit tests** with JUnit 5 and Mockito, raised **test coverage** measured by JaCoCo, and resolved **SonarQube** findings to improve code quality.
- Supported releases and hotfixes up to production via **CI/CD pipelines** (Azure DevOps, Digital.ai Release), troubleshooting **failed deployments** and coordinating with the **release team**.
- Used **AI-assisted development** with a company-hosted OpenCode setup to speed up coding, test writing and debugging.
- Worked in **Scrum** teams (sprint ceremonies, effort estimation, **code review**) with business analysts and test teams, using Jira and Confluence.

Game Developer Intern — NoSurrender, Istanbul, Türkiye Jun 2022 – Aug 2022

- Developed features for a real-time mobile strategy game in **Unity** and **C#**, applying **SOLID principles** and design patterns; worked with Addressables, ScriptableObjects, localization and Photon Bolt networking.

EARLIER EXPERIENCE

Game Developer — KOU IEEE Computer Society Game Dev Team, Kocaeli Aug 2020 – Feb 2022

- Built a top-down shooter and an idle mobile game in **Unity** and **C#** in a 6-person team, implementing features like enemy AI and pathfinding.

EDUCATION

B.Sc. in Computer Engineering — Kocaeli University, Kocaeli · GPA 3.02 2019 – 2024

- Coursework: data structures, algorithms, databases, multithreading, artificial intelligence. Graduation project: Myo armband-controlled game for physiotherapy (Natural Human-Computer Interaction Lab).

LANGUAGES

Turkish (Native) · English (B2 İTEP)