

SADIK SÜNBÜL

COMPUTER ENGINEER



CONTACT

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Konya , Türkiye

[Personal Website](#)

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[Github](#)

SKILLS

- GO
- Fiber & Gin-Gonic
- MongoDB
- PostgreSQL
- Elasticsearch
- GORM
- Redis
- RabbitMQ
- Docker
- Prometheus
- Grafana
- C#
- ASP.NET Core (Web API)
- Entity Framework Core
- gRPC

LANGUAGES

- English



PROFILE

I am a 4th-year Computer Engineering student and an active Backend Developer. I have hands-on experience in system development across various domains, including Remote Monitoring and Management (RMM) and e-commerce, primarily using Go (Golang). I am passionate about researching and integrating emerging technologies into projects and enjoy contributing to open-source initiatives in addition to my professional responsibilities.



WORK EXPERIENCE

Monitic RMM

14.04.2025 - Present

Backend Developer

- Monitic RMM is a comprehensive Remote Monitoring and Management (RMM) solution designed for IT teams. The platform enables system administrators and IT professionals to centrally monitor, manage, and track the performance of network devices. In this project, I was involved in the design and development of services that required high availability, reliability, and scalability.

→ Responsibilities

- Designed and developed new RESTful API and WebSocket services using Go (Golang) and the Fiber framework.
- Developed a Windows agent to integrate SNMP and network discovery features into the system.
- Integrated Redis for data caching to enhance system scalability and overall performance.
- Optimized log management, search, and analysis processes using Elasticsearch, enabling rapid querying and reporting on large datasets.
- Managed database design, indexing strategies, and data modeling processes using MongoDB.
- Applied Clean Architecture principles to ensure code sustainability and maintainability.
- Contributed to Continuous Integration (CI) processes by writing unit tests to improve software quality.
- Actively participated in code review processes to enhance code quality and uphold team standards.



WORK EXPERIENCE

Log-System Development

08.2024 - 12.2024

Backend Developer

Mealpoint is a restaurant-focused food ordering platform developed for the German market, enabling multiple restaurants to be managed through a single, unified infrastructure. In this project, I was responsible for the backend development processes of the platform.

→ Responsibilities

- Developed RESTful APIs and gRPC services using Go (Golang).
- Designed and modeled the database using PostgreSQL and GORM, adopting a Domain-Driven Design (DDD) approach.
- Integrated international payment systems, including PayPal, Adyen, Apple Pay, and Google Pay.
- Implemented secure user authentication systems using the OAuth 2.0 standard.
- Enhanced system performance by developing caching systems with Redis.
- Created developer-friendly and comprehensive API documentation using Swagger/OpenAPI.
- Built location-based services through the integration of the Google Maps API.
- Established the necessary infrastructure for email notifications, logging, and monitoring.



EDUCATION

Konya Teknik Üniversitesi

2022 - 2026

Computer Engineer



OPEN SOURCE CONTRIBUTIONS

Go Fiber Storage

Added LevelDB support

[PR details](#)

Go Fiber Recipes

Added Email Verification

[PR details](#)



PROJECTS

GoPilot

03.2025 - Present

[GitHub Link](#)

GoPilot is an intelligent automation library that enables interaction with Go functions through natural language. It has the capability to analyze user commands and manage the workflow by automatically routing them to the appropriate functions, mapping parameters, and handling execution.

Key Features:

- Interaction with Go functions via natural language.
- Automatic parameter management and intelligent function routing.
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URL Shortener Telegram Bot

01.2025 - 03.2025

[GitHub Link](#)

This is a URL shortening service with advanced analytics features, integrated with a Telegram bot. It allows users to shorten URLs, configure custom settings, and track detailed click statistics through a modern interface.

Key Features:

- Customizable links (aliases), with the ability to set expiration dates and click limits.
- Click statistics, including reporting based on geolocation, browser, and device.
- A high-performance and scalable infrastructure developed with Go and Redis.

Blockchain Simulation

04.2025 - 06.2025

[GitHub Link](#)

This is a blockchain simulation inspired by Bitcoin and developed in the Go language. The project aims to provide a practical demonstration of fundamental blockchain concepts such as block creation, transaction management, mining, and wallet operations.

Core Simulated Concepts:

- Blockchain creation, the Proof-of-Work (PoW) algorithm, and mining.
- Transaction validation and UTXO-based balance calculation.
- Wallet creation, management, and a command-line interface.