

## Objective

- To obtain a role as a Full Stack Developer leveraging 3 years of experience

## Technical Skills

Software	Jira, Rally, WebEx, Goland, Jenkins, Jest, Cypress
Languages	React, Svelte, Angular, HTML, CSS, SCSS, Tailwind, JavaScript, Typescript, Golang, Python, Bash
Platforms	Linux, Unix

## Work Experience

### Cisco Systems

08/2021 - 04/2024

**Software Engineer - Worked on 3 different Cisco product lines(MSX, Xpresso, OneDevX)**

- Internal tool UI development for testing server systems at Cisco with Angular, Jest and Cypress
- Created and consumed microservice APIs using Swagger
- Implemented multiple products updates from customer issues and new features
- For a big and complex list UI element, selecting and creating a bundle of elements function added
- Efficient search bar created for an list component for UI
- Optimized tables and lists load faster and more efficient with bigger page sizes on multiple UI pages
- Removed deprecated UI elements properly before customers see empty or duplicated lists or elements
- Fixed timeout errors on UI by adding search parameters to the query with a fixed month long data for default GET call
- Accepted Ux design mock-ups as input and built the required user interface Angular components
- Developed new Angular components and implemented Cisco proprietary Angular Components
- Implemented user interface code using both the classic SCSS styling rules and Cisco's in-house rules
- Developed and performed unit tests for front end code using Jest
- Used Jira and Rally to document agile deliverables
- Performed test-driven development for some components of the project
- Performed peer reviews of code as well as had my code peer reviewed

- Wrote wiki-based documentation
- Worked on a java to go lang migration for a microservice
- Performed code demonstrations to management and peers at the end of sprints
- Implemented CodeMirror libraries, to display XML & JSON configuration settings in the application
- Troubleshoot and resolve software defects (aka bug fix)
- Technical Environment: CodeMirror, Angular (V9-14), Linux, XML, JSON Jest, YAML, TOML, GitHub, Swagger, Jenkins, SQL, Rest, Java, Go, Python, Bash, Docker, Switching, Routing, Regular Expressions, OpenAPI, Jira, Rally, HTML, CSS, JamStack, JavaScript, TypeScript

## **Self Employed**

### **Software Developer**

**06/2018 – Present**

- Customer: UBC research project [application](#)
  - Project about how social media affects elections
  - They wanted a way to create youtube video links and see how many people would watch and share in India before the election
  - App would track all the actions like video play, pause, stop, share link, how many times each video shared etc. with the participants
  - Made a database for the project using Google Firebase
  - Made a customized website with Svelte that is minimal and acts like the wrapper for the youtube videos
  - Experiment admins have another [app](#) that they can create new video URLs and see the data from the database
  - Satisfied the project requirements and worked on it after the first version
- Project: Personal Portfolio [Website](#)
  - Used Nextjs with a markdown parser package
  - UX is designed mobile first
  - Blog style website, a new content can be added as markdown file and the router will generate the link and add it to the main page easily
- Project: [MyStuff](#)
  - Designed code to accomplish goals
  - Developed Single Page App using Svelte
  - Documented the application using Markdown
  - Technical Environment: JavaScript, TypeScript, HTML, CSS, Svelte, Service Worker, Progressive Web Application (PWA)
  - Upgrading it to Svelte5 with Sveltekit2 with Tailwind and Bun with Vercel as the host [here](#)

- Project: Toon Tanks
  - Designed code in C++ for Unreal Engine
  - Developed and troubleshoot code
  - Technical Environment: C++, Unreal Engine, vscode, linux
- Project: Immigration Panel Exam
  - Designed and developed React Single Page Application
  - Worked with a team of developers
  - Used Agile development methodology
  - Troubleshoot code and corrected defects
  - Implemented video player into application
  - Peer reviewed teammates code
  - Technical Environment: React, Agile, Visual Studio Code, React Fort Awesome, HTML, CSS, iFrame, Linux

## **Vinple Inc.**

### **Full Stack Developer**

**02/2019 - 07/2019**

- Front End development using React Native for mobile.
- Added small QOL changes to the current app and did bug fixing/testing for all in-house reports.
- Front end development using React for the web platform.
- Created the app from scratch with 3 more members. Tried to use the same design flow of the mobile app.
- Technical Environment: React, React Native, MongoDB, Golang, HTML, CSS, VSCode, BootStrap, Mac,

## **EDUCATION**

### **Izmir University**

#### **Computer Engineering**

**06/2018**

- [QFM](#) (Quest For Mentor): A Student and Alumni Mentorship Platform. Using Angular as a frontend framework for the PWA, the platform matches mentors and mentees based on their needs to create a community in the University.
- Co-op Video Game, [Project Cube](#): Inspired by the movie Cube, Network Programming in Computer Game project. Idea is to have a random adventure with you and 1 more player together every time you log in. The demo we created was a double maze where each player has to find the button for the other player's door. <https://github.com/gageracer/NetworkedGame> - [https://youtu.be/TW7\\_9QDoRTw](https://youtu.be/TW7_9QDoRTw)

# LANGUAGES

- English  
*Full Professional Proficiency*
- Turkish  
*Native or Bilingual Proficiency*