



Recep Şen

Technical Lead @Taptoweb

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Summary

Since 2015, he has been diligently honing his skills in the field of software development. Throughout this period, he has assumed various roles in companies including Reality Arts Studio, TE Bilişim, Petroteks, and Taptoweb. Additionally, he has played an active role in transforming user interface and user experience designs (UI & UX) into web, mobile, or desktop applications for a wide range of companies. He has made significant contributions to database design and optimization, server system configuration, and the establishment of related infrastructures. By utilizing web APIs, web services, background services, microservices, and cloud services, he has been instrumental in enhancing the flexibility and robustness of various systems.

Experience

Taptoweb

Jun 2022 - Present

Technical Lead

[easyapp.ai](#)

At my current position, I have played a significant role in designing and developing the entire backend system of easyapp, a no-code platform that provides an end-to-end solution for individuals and companies to create and manage their own mobile applications. We implemented a total of 28 microservices using Microservices and Domain-Driven Design (DDD) architectures. Employing Dotnet technology, we utilized different databases for various scenarios, with each service having its dedicated database. To ensure asynchronous communication between services, we employed Event Bus and RESTful communication systems. Additionally, we designed the system to seamlessly integrate with external services, enabling effective utilization of various third-party services.

Petroteks

Dec 2019 - Apr 2021

Software Engineer

As a Software Developer, I spearheaded the creation of a web content management software designed for Petroteks and its affiliated companies. I functioned as a Software Developer throughout every phase of this project.

TE Bilişim

Aug 2018 - Nov 2018

Web Developer

In this company that specializes in developing news software using PHP, I contributed to the development of a new software theme.

RealityArts Studio

Jun 2017 - Sep 2017

Game Developer - Internship

During 4 months, I acquired knowledge of the Unreal Engine and developed skills to create basic mobile games.

Education

Manisa Celal Bayar University

Oct 2019 - Jun 2023

Software Engineering

Bachelor's degree

3.8/4

Throughout my educational years, I've been involved in numerous projects, often assuming an active role in team collaborations. One of our team's notable achievements was the publication of a conference paper. Furthermore, my graduation project was selected for display at the Student Graduation Project Exhibition.

Skills

Microservices

AI

Google Cloud

No-Code

PostgreSQL

MongoDB

Redis

RabbitMQ

Elasticsearch

.Net

Certifications

Dive Into Refactoring

Dec 2024

Pragmatic Clean Architecture

Dec 2024

Refactoring.Guru

Milan Jovanovic Tech