

# ALPER KISIK

## SOFTWARE ENGINEER

### ABOUT ME

Living at Istanbul/Atasehir  
Single and No driver Licence  
BirthPlace-Date : Istanbul/Turkey 22/07/1994  
Military Service : Done  
B2 level English

An Enthusiastic software engineer highly focused on Full-Stack Development. Developed software projects with .Net since 2010 (Started at highschool). Interested in C# and javascript but open for other languages. Eager to learn new things, open minded, excellent team player not liking working alone, having fun and loving coding and overcoming challenges. Looking for job opportunities by working in teams and projects to become more successful in carrier path with adding more value to your company.

### CONTACT ME AT

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### SKILLS

#### Coding Languages

• C#	Proficient
• Unity Game Engine	Proficient
• HTML-CSS-Javascript	Proficient
• Asp.Net MVC - Core	Proficient
• Python	Proficient
• Ms SQL	Proficient
• C++	Familiar
• Java	Familiar

#### Frameworks/Systems

Django, Bootstrap, RESTFUL Api, AWS, Framework7, Web RTC, Entity Framework Core, React js, Linq, jquery, Web Api

### EDUCATION

#### Istanbul Aydin University 2015 - 2019

- Software Engineering Bachelor Degree
- Education Language English

#### Istanbul University 2012 - 2015

- Computer Programming Associate degree
- Education Language Turkish

#### Profilo Anatolian Technical High School 2008 - 2012

- Learned Database Programming with C# .Net windows form applications

### EXPERIENCE (TOTAL 1YR 9MO)

#### Full-Stack Software Developer (9 mo)

##### At Veritas Academy | Feb 2023 to Now

- Creating software solutions for veritas academy with C#, Asp net MVC 5, javascript, sql
- Creating new codes and Modifying existing codes for better performance as working full-Stack
- Worked on veritascass.com, veritasedu.net, consultancy.veritasedu.net and veritas's windows form app automation solutions

#### Junior Game Developer (4 mo)

##### At Pasatempos Games | Sept 2021 to Dec 2021

- Creating hypercasual game prototypes using Unity Game Engine and C# coding language
- publishing prototypes with partnership Trifles Games
- Improving prototypes according to feedbacks and game design documents
- Creating game logics and systems

#### Junior Full-Stack Software Developer (8 mo)

##### At DIJI.TECH | Nov 2020 to Jun 2021

- Designs and creates software solutions to solve pain points for various clients
- Execution of design processes using the necessary frontend frameworks.
- Preparation of backend processes with the help of Python Django.
- Modifies code to fix errors
- Worked on web and mobile applications of sites such as Yolcu.com, oyunsektoru.org, belediyesikayet.org.

#### Software Developer Intern

Makronet | June 2018 - July 2018 and July 2019 - Aug  
Usishi | June 2012 - Spt 2012

### PROJECTS

#### veritasedu.net June 2023-now

- This is a main website for Veritas Academy. It is Developed with asp net mvc 5, javascript-html-css with some restful api structure
- this website has many features for students and veritas' teachers such as dijital exam, lessons schedules, accessing question archive etc.

#### CrewParty and Titions Game Projects Autumn 2021

- These are Unity hyper-casual game prototypes which i created at Pasatempos Games with the help of Trifles Games.
- These games are heavily focused on hypercasual game mechanics.

#### Project FaceApi July 2019 - Sept 2019

- Intern project of Makronet
- Project aim is tracking every employees work,break,exit hours then calculating their total weakly work hours using Azure FaceApi

#### oyunsektoru.org Nov 2020 - january 2020

- My first and biggest project at Dijitech
- this is a website that aims for bringing together of all Turkish Gaming Industry components from developers to gaming studios into one platform
- It was made with django,python,HTML,JS,Jsquery,CSS