

DANYAL CAN KAYRAK

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Backend Developer

As a software engineer, I am a highly motivated and detail-oriented individual with a passion for developing innovative solutions to complex problems. With 2 years of experience in the field, I possess a deep understanding of software development life cycle, programming languages, and agile methodologies. I am an excellent communicator and collaborator, with strong interpersonal skills and the ability to work effectively in a team environment. I take a customer-centric approach to software development, ensuring that products meet or exceed customer expectations.

Specialties: Java, C#, Python, HTML, Javascript

Technologies: Spring, SpringBoot, Spring Security, JWT, EntityFramework, Fluent Validation, React, Redux, Redux-Thunk

Languages: English: B1, German: A1

Programming resources used for self-learning: Spring Documentation, Stack Overflow, Open Source Projects on Github

Achievements: In my second month of learning Unity game development, I participated in the Career Jam event organized by Zindhu, where I developed a game in just 72 hours. Out of 300 teams, I was selected as the 17th best solo participant in the competition.

Interests:

VOLUNTEERS

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EDUCATION AND COURSES

Yazılım Mühendisliği (Bachelor's Degree), Fırat Üniversitesi	2021 - Present
<<Bölüm_2>> (<<Derece_2>>), <<Üniversite_2>>	<<Üniversite başlangıç yılı_2>> - <<Üniversite bitiş yılı_2>>
Udemy [NEW] Spring Boot 3, Spring 6 & Hibernate for Beginners Link	40+ Hours
Patika.dev Beginner Level Backend Web Development Link	84 Hours

PROJECTS

Quest-App (Code or Live)	2023
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Technologies: Java, Spring, SpringBoot, Spring Security, JWT

Features: In order to learn Java SpringBoot better, I have developed a website where people can ask me questions.

TourismProject (Code or Live)	2023
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Technologies: C#, EntityFramework, Fluent Validation

Features: In this project I developed for school, I developed automation for a tourism company.

Other projects on [GitHub](#)