Alican **Erdurmaz**

SOFTWARE ENGINEER

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Summary

When I wrote my first code, I realized I could tell computers what to do. I was fascinated. As soon as I decided to be a software engineer, I started to study Bachelor's degree in Computer Science at Dokuz Eylul University.

I wanted to develop games when first started to programming. I was learning Unity and C. Developing games is fun, it's a pleasure to deal with game math and writing high performance code. But it was not enough. I wanted to make people's lives easier with quality software. So, i started to learn Frontend Development.

Especially in time of pandemic we realized that the world needs high quality software.

Nowadays, My current focus on Modern JavaScript/TypeScript frameworks like React, Svelte, I also continue to develop myself in languages other than JavaScript like Go.

I love writing software to solve problems, I love open source software communities. Rapidly growing software ecosystem and new things to learn continuously makes me love this job more.

Work Experience

Getir *Remote*
SOFTWARE ENGINEER *Jan. 2022 - Present*

Atolye15 *Izmir, Turkey*
FRONTEND DEVELOPER *Apr 2021 - Jan 2022*

Education

Dokuz Eylul University *Izmır, Turkey*
B.S. IN COMPUTER SCIENCE *Sept. 2018 - June. 2022*