You can find the most recent version of my resume at: https://yagizcanaslan.com/YagizCanAslan.pdf

Yağız Can Aslan

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EDUCATION

Bilkent University, Faculty of Engineering, Ankara, Turkey　　*2020 – 2024*
B.S. in Computer Engineering
Total CGPA: 3.22 / 4.00, Highest GPA: 3.70 / 4.00 (2022-2023 Fall)

METU Development Foundation High School, Ankara, Turkey　　*2016 – 2020*
Science / Mathematics Student

EXPERIENCE

Yapı Kredi Teknoloji　　*Jan 2023 – Feb 2025*
Software Engineer (Remote/Istanbul, Turkey)
- Selected from amongst **more than 300 applicants** to work Part-Time while studying.
- Offered Full-Time position upon graduation via Kartezya Technology based on **proven technical** and **interpersonal skills**.
- Kickstarted pilot project to **automate 100+** cross-departmental architectural & software **quality control** checks, resulting in total project warnings to drop from **15,000+** to **~50 (99% improvement)**.
- **Mentored an intern** regarding company processes, technical problems and potential future paths.
- Implemented **business requirements** effectively to **Java Spring Boot**, **ReactJS** and **TypeScript** projects.
- Fixed **50+ business critical bugs** by engineering creative solutions utilizing **ELK Stack** & **OCP Console**.
- Coordinated **deployment** of various UI, BFF and Backend projects with **Helm**, **Kubernetes** and **Bamboo**.
- Designed comprehensive search functionality for a project using **ReactJS** with **TypeScript** and **Redux**.
- Developed multiple endpoints for various **Java Spring Boot** APIs with **Microservices** architecture.
- Engineered **500+ unit tests (~17,000 lines)** with more than **80% coverage** for **28,000+ lines of code**.
- Assisted **technical** and **organizational onboarding** of 5 new team members.
- Took part in regular organizational training programs aimed at enhancing technical and interpersonal skills.
- Participated in the team's **Scrum** workflow using **Jira**, **Confluence** and **Bitbucket**.

Highlights: Microservices, Domain Driven Design, H2, Hibernate, SAP PowerDesigner, Swagger, PL/SQL, JSP, SQL, RSQL, Java, JavaScript, ReactJS, TypeScript, Spring Boot, ELK Stack, Unit/Integration Testing, Mockito, JUnit, Jira, Git, Bitbucket, Confluence, Bamboo, SonarQube, SonarLint, Redis, Kubernetes, Helm, OCP Console, IntelliJ IDEA, VS Code, VMware Horizon, Microsoft Teams, Scrum.

Fiverr　　*Jan 2021 – Aug 2023*
Freelance Developer (Remote)
- Designed and developed 20+ custom mods tailored to the specific needs of customers with combined **36,500+ unique subscribers** and **94,500+ unique visitors** in the **Steam Workshop**.
- Negotiated with customers to understand project requirements and to make recommendations.
- Automated large data interpretation and file generation for mods using **Java**.
- Designed, developed and debugged custom servers with plugins and maps for customers.
- Designed custom artwork and preview videos for projects using **Paint.net**, **Camtasia Studio 8** and **DaVinci Resolve 17**.

Highlights: Java, Visual Studio Code, Paint.net, Camtasia Studio 8, DaVinci Resolve 17.

MobileAction

Frontend & Backend Engineer Intern (Ankara, Turkey)

- Engineered multiple **Java Spring Boot API** endpoints and utilized **RabbitMQ** for message queues.
- Developed **integration** and **unit tests** for backend code using **JUnit** and **Mockito**.
- Used **Postman** to test **web crawling** for API calls and other endpoints.
- Used **VueJS**, **Tailwind** and **Ant Design** to build a keyword generator and density calculator website**.**
- Built an internal bot for tracking and storing daily user data to solve a crucial bug using **NodeJS**.
- Took part in 2 **Scrum** sprints (daily meetings, sprint retrospective, sprint planning).

Highlights: Scrum, Gradle, Java, Spring Boot, PostgreSQL, RabbitMQ, Postman, Docker, NodeJS, Heroku, Webpack, VueJS, HTML, CSS, PostCSS, Tailwind, Ant Design, ESLint, GitHub, Jira, Confluence, Slack.

July 2022 – Aug 2022

Vodafone

DevOps Engineer Intern via Kafein Technology Solutions (Remote)

- Collaborated with the **Digital Finance DevOps** team behind Vodafone Pay.
- Attended daily **Scrum** meetings and observed the progress & methodologies of Vodafone Pay's team.
- Engineered a **Java Spring Boot API** and utilized **Docker** along with **Oracle Database**.
- Used **ElasticSearch**, **Logstash** and **Kibana** to parse, store and visualize data.
- Used **Postman** to test **Java Spring Boot API** and **ELK Stack** functionalities.

Highlights: Scrum, Maven, Java, Spring Boot, Oracle Database, Oracle SQL Developer, ElasticSearch, Logstash, Kibana, Postman, GitHub, Docker, Microservices, Jira.

PROJECTS

Oct 2023 – July 2024

Linguist AI-Based Language Learning Mobile Application *(Senior Project)*

(Link: https://linguistai.app)

- Organized and tailored the **Scrum** workflow, **Jira** and **Confluence** to a team of 5 people as **Scrummaster**.
- Conducted **extensive requirement analysis** based on the market trends and project domain.
- Corresponded with various industry experts in **language teaching** and **artificial intelligence** fields.
- Developed extensive **UML Use Case**, **State**, **Activity** and **Class diagrams**.
- Developed comprehensive **Entity-Relationship Diagrams** to represent the baseline of our database.
- Streamlined a comprehensive **CI/CD** pipeline by utilizing **GitHub Actions**.
- Engineered a complex, scalable and custom-built **microservice architecture** by using **Java Spring Boot**, **Docker**, **JPA**, **Hibernate**, **Python**, **Django** and **MySQL** as the core technologies.
- Designed a responsive mobile **User Interface** using **Figma**, **React Native**, **Typescript** and **Expo**.
- Utilized the **API Gateway microservice design pattern** for handling client-backend communication.
- Engineered scalable, cost-effective and performant **AWS Cloud Architecture**, utilizing services such as but not limited to **Amazon API Gateway**, **AWS Lambda**, **Amazon S3** and **Amazon DynamoDB**.
- Utilized **OpenAI API**, **Gemini API** and **prompt engineering** for developing AI-based core features.
- Organized specialized **user testing sessions** and **focus groups** with **50+ participants** for user feedback.
- Prepared **comprehensive presentations** and presented the project at several competitions and events.
- Corresponded with various companies, investors and leaders in the industry regarding future possibilities.
- Launched **closed beta testing** for **100+ users** via **Google Play Store** for Android and **Testflight** for iOS.

Highlights: AWS Cloud, Java Spring Boot, React Native, Typescript, UML Diagrams, Entity-Relationship Diagram, Requirement Analysis, Design Patterns, Docker, JPA, Hibernate, MySQL, Testflight, OpenAI API, Gemini API, Prompt Engineering, API Gateway, Figma, Expo, Draw.io, Scrum, Jira, Confluence, GitHub, GitHub Actions, Amazon API Gateway, Lambda, S3, Polly, Transcribe, Amazon SNS, DynamoDB, Transcribe, Amazon IAM, Amazon VPC, CloudWatch.

July 2025 – Aug 2025

GMTK Game Jam 2025 Submission *(Hobby Project)*
(Link: https://bitrodev.itch.io/water-hero)
- Developed an endless runner game with procedural generation based on the given jam theme from scratch in 72 hours using **Unity Game Engine** and **C#**.
- Animated player and obstacle graphics using **Unity Particle System**.
- Created sound effects using **SFXR**, **BFXR** and **Audacity.**
- Hosted multiplatform builds and the landing page on **itch.io**.
- Achieved **top 8.5% ranking** by review count out of **9,600+ submissions** as a debut game jam entry.

Highlights: Game Design, C#, Unity Game Engine, Unity Shader Graph, Cinemachine, Unity Particle System, Paint.net, SFXR, BFXR, Audacity.

Feb 2024 – May 2024

CommitSniffer LLM-powered Code Review Bot *(Course Project)*
(Link: https://github.com/CommitSniffer/Commit-Sniffer)
- Tailored the **Kanban** workflow for a team of 4 people via **Jira** and **Confluence**.
- Conducted **extensive requirement analysis** based on the assignment guidelines and competitor features.
- Engineered a custom **GitHub bot** to automatically detect code smells and offer suggestions by using **Docker**, **Probot**, **JavaScript**.
- Utilized **comprehensive Regex patterns** for static code analysis to detect certain code smells.
- Utilized **Gemini API** and **prompt engineering** for detecting numerous code smells and offering fixes.
- Utilized **GitHub API** for obtaining relevant information regarding user repositories.
- Presented the project in front of a **live audience of 50+** people, with **Google Slides**.

Highlights: Kanban, JavaScript, Probot, Docker, Confluence, GitHub, Regex, GitHub API, Gemini API, Google Slides, Requirement Analysis, Prompt Engineering.

Dec 2023

Realistic 3D Rendering on Parametric Breather Surfaces *(Course Project)*
(Link: https://breather-cs465.web.app)
- Engineered a **realistic 3D renderer** for parametric breather surfaces using **WebGL** and **JavaScript**.
- Developed custom **Phong** and **Gouraud shaders** with **Environment Mapping** by utilizing **GLSL**.
- Streamlined a basic **CI/CD** pipeline by utilizing **GitHub Actions** for **Firebase** hosting.

Highlights: WebGL, GLSL, Vertex & Fragment Shaders, 3D Modeling, Phong, Gouraud, Environment Mapping, Parametric Surfaces, JavaScript, npm, Firebase, GitHub, GitHub Actions.

Nov 2023

Octop 3D Animation Renderer *(Course Project)*
(Link: https://octop-cs465.web.app)
- Developed a hierarchical model based 3D animation renderer using **WebGL** and **JavaScript**.
- Engineered custom **Vertex** and **Fragment** shaders for **Phong shading** by utilizing **GLSL**.
- Streamlined a basic **CI/CD** pipeline by utilizing **GitHub Actions**.
- Hosted the final version of the assignment using **Firebase**.

Highlights: WebGL, GLSL, Hierarchical 3D Modeling, JavaScript, npm, Firebase, GitHub, GitHub Actions.

Oct 2023

TriPaint Online 2D Paint Application *(Course Project)*
(Link: https://tripaint-cs465.web.app)
- Engineered a comprehensive triangle-based 2D paint application using **WebGL** and **JavaScript**.
- Optimized basic **Vertex** and **Fragment** shaders by utilizing **GLSL**.
- Streamlined a basic **CI/CD** pipeline by utilizing **GitHub Actions**.
- Hosted the final version of the assignment using **Firebase**.

Highlights: WebGL, GLSL, JavaScript, npm, Firebase, GitHub, GitHub Actions.

Feb 2023 – June 2023

BilCommute Software Engineering Project Management *(Course Project)*
- Prepared detailed **Project Charter** and **Project Management Plan** documents based on **PMI** guidelines.
- Identified **organizational risks** and determined appropriate **response strategies**.
- Detailed necessary **work activities** in a comprehensive **Work Breakdown Structure**.
- Decided on project **deliverables**, **timeline**, **goals**, and forecasted the project **budget**.
- Streamlined a **Gantt Chart** schedule based on the **Work Breakdown Structure** and project **deliverables**.

Highlights: Project Charter, Project Management Plan, PMI, Organizational Risks, Deliverables, Gantt Chart, Work Activities, Work Breakdown Structure, Jira, Confluence, Google Docs.

Jan 2023 – June 2023

BilBilet Online Travel Manager *(Course Project)*
(Link: https://github.com/can-aslan/BilBilet)
- Organized and tailored the **Scrum** workflow, **Jira** and **Confluence** to a team of 5 people.
- Conducted **extensive requirement analysis** based on the project prompt and domain.
- Developed a detailed **Entity-Relationship Diagram** to form the baseline of our database representation.
- Engineered a **comprehensive Java Spring Boot** architecture with 80+ endpoints.
- Formulated multiple **complex SQL queries** based on project functionality & requirements.
- Designed and modified multiple **UI mockups** using **Figma**.
- Developed multiple screens based on **Figma** using **TypeScript**, **ReactJS** and **Mantine**.
- Streamlined **user experience** by optimizing and polishing **UI interactions**.

Highlights: Java, JavaScript, ReactJS, TypeScript, Swagger, Java Spring Boot, SQL, MySQL, Figma, Requirement Analysis, Entity-Relationship Diagram, Relational Algebra, Jira, Confluence, GitHub, Draw.io.

Oct 2022 – Jan 2023

Erasmus Application Manager *(Course Project)*
(Link: https://github.com/can-aslan/Erasmus-Application-Manager)
- Introduced, explained and organized the **Scrum** workflow, **Jira** and **Confluence** to a team of 5 people.
- Conducted **extensive requirement analysis**, investigated **design patterns** and engineered numerous **UML Diagrams** using **Visual Paradigm** for designing the project structure.
- Implemented a comprehensive backend API using **Java Spring Boot** and **PostgreSQL**.
- Assisted the development of our website with **TypeScript**, **ReactJS** and **Mantine.**

Highlights: UML Diagrams, Visual Paradigm, Java, Spring Boot, TypeScript, ReactJS, Mantine, PostgreSQL, GitHub, Scrum, Jira, Confluence, Slack, Requirement Analysis, Design Patterns, Figma.

Oct 2022

IoT Programming Language *(Course Project)*
(Link: https://github.com/can-aslan/CS315-Key-Programming-Language)
- Designed a context free grammar using the **Backus-Naur Form (BNF) Notation** for a programming language for IoT devices with a team of 3 people.
- Implemented a lexical analyzer using **Lex** and a parser using **Yacc**.
- Tested the lexical analyzer and the parser in a **Linux** environment using **FileZilla** and **SSH**.
- Utilized **Emacs** in the **Linux** environment for editing test files.

Highlights: Lex, Yacc, GitHub, Linux, FileZilla, SSH, Emacs.

June 2022 – July 2022

CoordinatesOnDeath Minecraft Plugin *(Hobby Project)*
(Link: https://www.curseforge.com/minecraft/bukkit-plugins/coordinatesondeath)
- Developed a Minecraft Plugin for the Bukkit/Spigot and Paper platforms based on player needs with **Java**.
- Used the **Spigot API** to automatically check if the local version of the plugin is up-to-date.
- Achieved **500+ downloads** within the first 2 months of the release (**1,000+ downloads** as of June 2024).

Highlights: Java, SpigotAPI.

Lightsaber Discord Bot *(Hobby Project)*
(Link: https://github.com/can-aslan/LightsaberBot-Reborn)
- Designed a custom Discord bot using **NodeJS**, **DiscordJS** and **npm** for personal use.
- Hosted 24/7 on **Replit** and version-controlled using **Git**.
- Used **currency-converter-lt** library to access real-time currency exchange rates.
- Used **vatsim-data-handler** library to access real-time flight information on the VATSIM network.

Highlights: NodeJS, Replit, GitHub.

Programmable Processor *(Course Project)*
- Designed and developed a simple 12-bit programmable processor in **SystemVerilog** to be used in the **Basys 3 Artix-7 FPGA** for a course project.
- Implemented load, store, add constant, subtract and jump instructions to the programmable processor.
- Designed and wrote testbenches for the programmable processor in **SystemVerilog**.

Highlights: SystemVerilog, Xilinx Vivado.

QuestYard Educative Multiplayer Game *(Course Project)*
(Link: https://quest-yard.herokuapp.com/)
- Designed and developed an educative multiplayer desktop game with a team of five people using **Java** and **MVC patterns**.
- Designed and optimized custom UI elements for the desktop application and the website using **Paint.net**, **JavaFX**, **HTML** and **CSS**.
- Edited & implemented custom sound effects using **Audacity** and **Camtasia Studio 8**.
- Developed the networking & multiplayer aspect of the project using **Java Sockets** and port forwarding.
- Managed offline databases developed with **SQLite** to store and manage offline player profiles, achievements, questions & fun facts.
- Assisted remote **MySQL** database development for storing questions, fun facts, online player profiles and achievements.

Highlights: Java, JavaFX, Java Sockets, SQLite, MySQL, HTML, CSS, Visual Studio Code, Paint.net, Camtasia Studio 8, Audacity.

Platformer Game Prototype *(Hobby Project)*
(Link: https://github.com/can-aslan/Jumper)
- Developed a singleplayer and local multiplayer platformer game prototype with simple AI opponents and mouse-controlled weapons in **GameMaker Studio 2 Desktop**.
- Animated and created player, opponent, weapon and level sprites using **Paint.net**.
- Created sound effects using **SFXR**, **BFXR** and **Audacity.**

Highlights: GameMaker Studio 2 Desktop, Paint.net, SFXR, BFXR, Audacity.

SKILLS

Programming Languages & Technologies
- Java, C++, C, JavaScript, Python, TypeScript, C#, SQL, PL/SQL, NodeJS, VueJS, ReactJS, React Native, Expo, MATLAB, JSP, MIPS Assembly, SystemVerilog, HTML, CSS, Git, GitHub Actions
- Java Spring Boot, JPA, Hibernate, Mockito, JUnit, Java Swing, JavaFX, Java Sockets, Python Flask
- Redux, Ant Design, Mantine, Tailwind
- Oracle Database, SQLite, MySQL, H2, Oracle SQL Developer, PL/SQL Developer, PostgreSQL, RSQL
- ElasticSearch, Logstash, Kibana, RabbitMQ
- Docker, Postman, FileZilla, OpenSSH, VMware Horizon, OpenShift Container Platform
- Emacs, Lex, Yacc
- Linux (Ubuntu)
- Firebase, Replit
- WebGL, GLSL

Software & Tools
- Atlassian: Jira, Confluence, BitBucket, Bamboo
- IDEs and Simulators: Visual Studio Code, IntelliJ IDEA, WebStorm, DataGrip, MARS MIPS Simulator, Xilinx Vivado, Android Studio
- Game Engines: Unity Game Engine, GameMaker Studio 2 Desktop
- Sound Design: Audacity, SFXR, BFXR, CapCut, DaVinci Resolve 17, Camtasia Studio 8
- Video Editing: CapCut, DaVinci Resolve 17, Camtasia Studio 8
- Image Editing: Paint.net, GIMP 2
- Microsoft Office: Word, PowerPoint, Excel
- Modelling Tools & UML Diagrams: SAP PowerDesigner, Visual Paradigm, Draw.io

Amazon Web Services
- API Gateway, Lambda, EC2, Fargate, ECR, ECS, EKS, S3, RDS, EBS, EFS, Polly, Transcribe, SNS, DynamoDB, Transcribe, CodePipeline, CodeBuild, CodeDeploy, IAM, Cognito, VPC, Boto3, ELB, Athena, EventBridge, CloudFront, CloudFormation, CloudTrail, CloudWatch

Languages
- Turkish (Native), English (Bilingual/CEFR C2), Spanish (Beginner), Italian (Beginner)

ACHIEVEMENTS & CERTIFICATES

Programming
- Skillsoft, Java Spring Cloud: Introduction to Microservices, *05 Dec 2023*
- Skillsoft, Clean Coding Techniques: Introduction to SOLID, *07 Aug 2023*
- Skillsoft, Assessing Organizational Risks, *17 May 2023*
- Skillsoft, Introduction to UI/UX, *28 Mar 2023*
- HackerRank, JavaScript (Intermediate) Certificate, *06 Sep 2022*
- LinkedIn, NodeJS Skill Assessment (Top 30% of 388 Thousand participants), *19 Aug 2022*
- HackerRank, JavaScript (Basic) Certificate, *13 June 2022*
- HackerRank, Java (Basic) Certificate, *05 June 2022*
- LinkedIn, JavaScript Skill Assessment (Top 15% of 2.2 Million participants), *05 June 2022*
- LinkedIn, C Skill Assessment (Top 30% of 1.6 Million participants), *01 June* 2022
- LinkedIn, C++ Skill Assessment (Top 30% of 1.4 Million participants), *09 Feb 2022*

Academic
- Placed 1865th among 138,000+ participants in the National Academic Personnel and Postgraduate Education Entrance Exam (ALES), *Dec 2025*
- Bilkent University CS Fair "Team Worker" Award, given to the student who is the best overall teammate, demonstrating great organization and coordination skills, as well as technical effectiveness, *17 May 2024*
- IELTS Academic 8.5/9.0, *Dec 2023*
- Bilkent University High Honor Certificates (2), *2022-2023 Fall & 2022-2023 Spring*
- Bilkent University Honor Certificates (3), *2020-2021 Fall*, *2021-2022 Fall & 2023-2024 Fall*
- Bilkent Proficiency in Academic English Exam (PAE-II B), Grade: 141.25/150, *08 Sep 2020*
- Placed 5880th among 2,300,000+ participants in the National University Entrance Exam in the Science/Mathematics category, *Aug 2020*
- Placed 840th among 130,000+ participants in the National University Entrance Exam in the English Language category, *Aug 2020*
- University of Waterloo, Gauss Mathematics Contest, Certificate of Distinction (Top ~5%), *2015*
- 90+ Academic Achievement Awards by METU Middle & High School, *2012-2020*
- 10+ Progress & Effort Awards by METU Middle & High School, *2012-2020*
- 5+ Event Participation Awards by METU Middle & High School, *2012-2020*
- 4+ Behavior Awards by METU Middle & High School, *2012-2020*

Sports
- Turkish Chess Federation, Chess License, from *Jan 2010 to Jan 2018*
- Selected to the Basketball team of İklim College Summer School, *2012*
- Achieved green belt in Karate (Demir Çelik Spor Kulübü, Ankara), *2010*

Other
- Apple, Apple Search Ads Certificate, *23 Aug 2022*
- Fiverr Skill Tests, English Language, *14 Apr 2022*
- Fiverr Skill Tests, Fiverr English Test, *14 Apr 2022*
- Fiverr Skill Tests, Customer Service, *04 July 2021*
- Fiverr Skill Tests, Social Media Marketing, *12 Jan 2021*
- Turkish Virtual Airlines, Senior First Officer, 25 *Jan 2023*
- Turkish Virtual Airlines, First Officer Pilot Certificate (F/O Checkride: 98/100), *27 Oct 2019*

EXTRACURRICULAR ACTIVITIES

- Content Creator, reached 5+ Million unique viewers among various platforms, since *Aug 2024*
- Founder and President of Bilkent Virtual Aviation Club, *May 2023-June 2024;*
    - Led 11 founding members to form the first ever university-level virtual aviation club in Turkey.
    - Led the formation and operations of the "Engineering", "Organization", "Design" and "Social Media & Marketing" teams with multiple members and differing agendas.
    - Coordinated with school officials for official documents and event marketing.
    - Coordinated the preparation and distribution of event posters for marketing purposes.
    - Oversaw the election process for the executive board and the first general assembly of the club.
    - Handled communication between the executive board and the club members.
- Core Team Member of Google Developer Students Club Bilkent University, *Aug 2023-June 2024*
- Member of Google Developer Students Club Bilkent University, *Jan 2023-June 2024*
- Attended Bilkent University Squash courses, *Sep 2022-Jan 2023*
- Took part in METU High School (Ankara) Graduate's Panel to aid senior students with preparing for the University Entrance Exam, *Feb 2021*
- Welcomed, hosted and assisted attendee professionals from various fields for the METU High School (Ankara) Career Promotion Fair, *Apr 2019*
- Participated in MCMUN'17 as a member of the Press team (preparing daily newspapers, interviewing participants and organizers), *Dec 2017*
- Organized, coordinated and took part in 3 fundraising fairs for METU High School (Ankara) History Club between *2017-2019*
- Took part in a ~7 day training camp in Space Camp Turkey (İzmir), *Jul 2014*
- Took part in a ~7 day training camp in Space Camp Turkey (İzmir) and introduced & presented the camp to my school for the organization of recurring summer trips, *Aug 2013*
- Volunteer for TEMA (Turkish Foundation for Combating Soil Erosion), since *Jan 2011*

RELEVANT UNIVERSITY COURSES TAKEN

- Algorithms and Programming I & II, Fundamental Structures of Computer Science I & II, Digital Design, Computer Organization, Programming Languages, Object-Oriented Software Engineering, Discrete Mathematics, Linear Algebra & Differential Equations, Probability & Statistics for Engineers, Operating Systems, Database Systems, Software Engineering Project Management, Algorithms, Computer Graphics, Automata Theory and Formal Languages, Application Lifecycle Management, Cloud Computing, Introduction to Machine Learning.

HOBBIES & INTERESTS

- Space, aviation, astronomy, exploring nature, everything related to technology, football, squash, game design, attention to detail, content creation, building & repairing computers.