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

Yağız Can Aslan

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Last Modified: *27 February 2024*

EDUCATION

2020 – Expected 2024

Bilkent University, Faculty of Engineering, Ankara, Turkey
B.S. in Computer Engineering
Total CGPA: 3.18 / 4.00, Highest CGPA: 3.70 / 4.00 (2022-2023 Fall)

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

2016 – 2020

METU Development Foundation High School, Ankara, Turkey
Science / Mathematics Student

EXPERIENCE

Jan 2023 – Present

Yapı Kredi Teknoloji
Software Engineer (Remote)
- Selected from amongst **more than 300 applicants** to work Part-Time while studying.
- 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.
- Fixed multiple bugs based on logs reported to the **ELK Stack** and various other channels.
- Engineered **330+ unit tests** (**~11,000 lines**) with more than **80% coverage** for **~22,000 lines of code**.
- Utilized **VMware Horizon** for connecting to the development machine.
- Took part in various organizational training programs.
- Participated in the team's **Scrum** workflow using **Jira**, **Confluence** and **Bitbucket**.

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

Jan 2021 – Aug 2023

Fiverr
Freelance Developer (Remote)
- Designed and developed 20+ custom mods tailored to the specific needs of customers with combined **22,500+ unique subscribers** and **76,500+ 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.

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

Linguist AI Language Teaching Mobile Application *(Senior Project)*
(Link: https://linguistai.app)
- Organized and tailored the **Scrum** workflow, **Jira** and **Confluence** to a team of 5 people.
- 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**.
- Engineering a complex, scalable and custom-built **microservice architecture** by using **Java Spring Boot**, **Docker**, **JPA**, **Hibernate** and **MySQL** as the core technologies.
- Designing a responsive **User Interface** using **Figma**, **React Native** and **Typescript**.
- Utilizing the **API Gateway microservice design pattern** for handling communication between the clients and our backend servers.

Highlights: Java Spring Boot, React Native, Typescript, UML Diagrams, Entity-Relationship Diagram, Requirement Analysis, Design Patterns, Docker, JPA, Hibernate, MySQL, API Gateway, Figma, Draw.io, Scrum, Jira, Confluence, GitHub, GitHub Actions.

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 (**~800 downloads** as of August 2023).

Highlights: Java, SpigotAPI.

June 2022 – Aug 2022

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.

Dec 2021

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.

Feb – May 2021

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, NodeJS, VueJS, ReactJS, MATLAB, 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, PostgreSQL
● ElasticSearch, Logstash, Kibana, RabbitMQ
● Docker, Postman, FileZilla, OpenSSH, VMware Horizon
● Emacs, Lex, Yacc
● Linux (Ubuntu)
● Firebase, Replit
● WebGL, GLSL

Software
● Atlassian: Jira, Confluence, BitBucket, Bamboo
● IDEs and Simulators: Visual Studio Code, IntelliJ IDEA, WebStorm, DataGrip, MARS MIPS Simulator, Xilinx Vivado
● 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

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
- 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 2.3 Million participants in the National University Entrance Exam in the Science/Mathematics category, *Aug 2020*
- Placed 840th among 130 Thousand participants in the National University Entrance Exam in the English Language category, *Aug 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

- Founder and President of Bilkent Virtual Aviation Club, since *May 2023;*
  - 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 since *Aug 2023*
- Member of Google Developer Students Club Bilkent University since *Jan 2023*
- 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*

HOBBIES & INTERESTS

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