CİHANGİR YAMAN

Student - Backend Developer

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SUMMARY

Dedicated software developer since 2018. In addition to .NET as my primary focus, I also develop projects regularly using Python and Java. I actively use Git, GitHub, and GitHub Copilot.

EDUCATION

Marmara University Computer Engineering (English)
2023 - 2028

LANGUAGES

English - C1 (Advanced)
Turkish - Native

EXPERIENCE

NöroNest

Backend Team Lead (Volunteer) · August 2025 – Present, Istanbul

- Develop ASP.NET APIs for our therapeutic game designed for Alzheimer's patients.
- Design and manage the MSSQL database for our mobile application, game, and website.
- Responsible for all backend operations of the venture.

MADES (Marmara Developer Society)

Founder · October 2025 – Present, Istanbul

- Founded a student club to organize conferences, trainings, and competitions in the fields of software, application development, and game development at our university.

apartmanyonetimsistemi.com

Developer · July 2025 – December 2025, Istanbul

- Built a multi-tenant SaaS architecture using clean architecture principles, using ASP.NET and MSSQL, where design patterns such as Repository, Singleton, and Unit of Work are implemented.
- Played an active role in every stage of the development process and in maintaining the system.

LANGUAGES & FRAMEWORKS

Programming Languages:

- C# (Good)
- Python, Java (Intermediate)
- JavaScript, C (Beginner)

Technologies & Frameworks:

- ASP.NET, Entity Framework (Good)
- FastAPI, AutoMapper, FluentValidation (Intermediate)

FEATURED PROJECTS

Private Lesson Tracking System

https://www.ozelderstakipsistemi.com

- Technologies: ASP.NET, MSSQL, Entity Framework, FluentValidation, AutoMapper, Razor Pages
- A multi-tenant SaaS application built with clean architecture, enabling private tutors to track their students, lessons, and payments.

3D Gear CAD Generator

- Technologies: Python, FastAPI, JavaScript, Redis, MySQL, Three.js
- An application that allows mechanical engineers to generate 3D gears simply by entering gear parameters and export them in .step or .stl formats.
- The mechanical calculations are performed and the gears are generated as 3D objects using the FreeCAD API, then visualized on the website with Three.js.
- Caching frequently generated gears using Redis.

ADDITIONAL INFORMATION

Speaker at the 2025 Hello Talks event

Member of the school basketball team throughout middle school.

In 2019, I was the team leader of a three-person group in the IEEE Inter-High School Engineering Competition.

Built hobby projects using Arduino, including a chess clock and automated lighting systems.