

# İSMAİL CAN KARAAĞAÇ

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## CAREER OBJECTIVE

Computer Engineer with diverse experience across mobile, frontend, and backend development. A creative and determined developer dedicated to designing and implementing scalable software solutions. Committed to delivering high-quality user experiences through persistent problem-solving and full-stack technical versatility.

## EDUCATION

### B.Sc. Computer Engineering, İstanbul Technical University

2021-2025

- Language of Instruction: 100% English
- GPA: 3.19 / 4.00

## WORK EXPERIENCE

### Token Financial Technologies, Software Engineer

2024 October - Present

- Developed wired POS device integration system with C++, C# and provided direct customer support.
- Maintained Android system applications on POS device using Kotlin and several technologies.
- Built full-stack mobile AI chatbot application for company purposes.
- Within all the mentioned projects, used Git to collaborate with the team.

### Token Financial Technologies, Software Engineer Intern

2024 July - 2024 August

- Developed and maintained cross-platform mobile features using React Native.
- Contributed to full-stack development by building RESTful APIs with Java (Spring) and managing PostgreSQL databases.

### Kitoko, Web Scraper-Data Collector

2023 September - 2025 January

- Developed automated web scraping scripts using Python, Selenium, and BeautifulSoup4 to extract and store data from various web sources.
- Utilized Pandas for data cleaning, transformation, and preparation of datasets for analysis.

### Vialess, Front End Developer

2022 September - 2023 March

- Built responsive and user-friendly web platform including a complete chat using ReactJS, HTML, and CSS.
- Integrated Firebase services for backend functionalities, including authentication and real-time database management.

## PERSONAL PROJECTS

### ToonBlast, Unity

- Developed a scalable and modular code architecture using OOP principles like inheritance and polymorphism.
- Implemented grid-based matching algorithms and dynamic state management for seamless gameplay.

### The Sokoban, Unity

- Implemented grid-based game area to bypass standard physics overhead.
- Implemented custom Command Pattern system to handle complex game states like Undo/Redo efficiently.

### Tanks 2D, Unity

- A multiplayer (local) tank combat game developed using Unity 2D physics engine and collision detection systems.

### Jigsaw Puzzle, Flutter Flame

- Flutter UI widgets and Flame game engine used mutually to create more seamless game experience.
- Implemented gesture handling, drag-and-drop mechanics, and piece snapping logic.

### Kelime Hazine, Flutter

- Managed the entire product lifecycle from development to deployment, published the app on [Google Play Store](#).
- Fully designed on Figma and developed a user-friendly Arabic-Turkish vocabulary learning app with Flutter.
- Implemented local storage solutions and state management to handle user progress and vocabulary sets efficiently, furthermore implemented Firebase integration for sharing vocabulary lists with friends.

## CERTIFICATES & TRAINING

### Science of Well-Being, University of Yale

- Certified training focused on personal well-being, mindfulness, and building resilience.

### Spontaneous Creativity Training, Merve Taşkan

- Live, interactive workshops emphasizing creative thinking, problem-solving techniques and innovation, anytime, anywhere

### Application Development with Flutter, Google Digital Garage

- Focus on state management and mobile app architecture using Flutter.

### React Native Specialization, Meta

- Comprehensive specialization covering cross-platform development, advanced React concepts, and UI/UX.

### Front-End Developer Specialization, Meta

- Professional-level training in ReactJS, HTML/CSS, JavaScript, and Version Control (Git).

### Python for Everybody, University of Michigan

- Covering Python data structures, web data access (HTTP), and database management (SQLite3).

## ADDITIONAL SKILLS & INTERESTS

**Languages:** English (fluent), Arabic (intermediate), Spanish (beginner), Turkish (native)

**UI/UX Design:** Actively involved in mobile app interface design processes using Figma

**Poetry:** Writing poetry to enhance creative thinking and emotional expression.