Erbil Nas

Software Engineer

Hi, I'm Erbil, a Senior Software Engineer with 4+ years at Trendyol and a Computer Engineering degree from Sakarya University (2019). I specialize in scalable software solutions, technical leadership, and mentorship. Now, I'm looking for international opportunities to further grow and contribute.

Work Experience

Senior Software Engineer at Trendyol
Jul 2021 - continues

Architect and develop scalable front-end solutions using modern technologies, including Micro Frontends, Vue.js, React and TypeScript. Lead technical initiatives to enhance performance, maintainability, and user experience. Contribute to the development and enhancement of the Baklava Design System, ensuring consistency and reusability across applications. Mentor engineers, drive best practices, and collaborate cross-functionally to deliver high-quality, modular, and maintainable code. Play a key role in system architecture, code quality, and platform optimization, supporting Trendyol's mission of enabling commerce through technology.

Software Engineer at Mindbehind
Oct 2019 - Jul 2021

Led the frontend renewal of the company's flagship product, implementing modern web practices. Developed cross-platform mobile apps for iOS and Android.

Web Application Developer at Yuxek Technologies
Jun 2019 - Aug 2019

Part-time web developer at Yuxek Internet Technologies, gaining hands-on experience in Vue.js for web application development.

Frontend Developer & UI/UX Designer
Dec 2017 - Oct 2018

Developed responsive and user-focused web applications for various clients. Designed intuitive UI/UX interfaces to improve user engagement.

Projects & Volunteer Works

Baklava Design System
Active

Baklava is a design system provided by Trendyol to create a consistent UI/UX for app users. Web implementation of the design system is created as native web components so it can be used within every type of web frameworks including Vue, React or Angular.

Perfanalytics
Archieved

A client-side library which collects some performance related key metrics from browser and sends to the API.

erbilnas.com
Active

The digital showcase curated by me, a passionate software engineer with a love for video games, technology, and insightful writing.

Spaceflash
Finished

Spaceflash is a wave-based shooter playable with a VR headset (Oculus, HTC, etc.) where you destroy endless enemies coming to defend your moon base.

Crossing of the Rhine: A.D. 406
Finished

Spaceflash is a wave-based shooter playable with a VR headset (Oculus, HTC, etc.) where you destroy endless enemies coming to defend your moon base.

Volunteer at The Educational Volunteers Foundation of Turkey
Active

Since the day of its foundation, TEGV has focused on delivering non-formal education to children of primary school age, on the basis of the motto of "As each child changes, Turkey flourishes".

Education

Mugla Sitki Kocman University

Digital Game Design
2021 - continues

Anadolu University

Management Information System
2019 - continues

Sakarya University

Computer Engineering
2015-2019

Skills

Frontend: Vue.js, React, Nuxt.js, Next.js, TypeScript

Styling: Tailwind CSS, Styled Components, SCSS, BEM, Vanilla CSS

Backend: Hono, Node.js, Express, MongoDB, PostgreSQL, SQLite, Drizzle

Mobile: React Native, Swift

Web Components: Lit

Testing: Vitest, Jest, Testing Library, Cypress, Playwright

DevOps: Docker, OrbStack, Nginx, Linux, Vercel, Cloudflare, GitHub Actions, Kubernetes

Version Control: Git, GitHub, GitLab, Jujutsu

Design: Figma, Adobe XD, Penpot, Canva

Languages

English
B2: Upper-Intermediate

German
A1: Elementary

Turkish
Native

References

It will be provided when requested.