

# John Can Aygin

## Software Engineer

An enthusiastic, proactive, and versatile computer engineer. Loves FOSS, contributes to GitHub projects as much as possible. Highly interested in modern software development, such as full-stack development or game developer. Great at being part of a team, with outstanding problem-solving skills.



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🐙 [github.com/gageracer](https://github.com/gageracer)

## WORK EXPERIENCE

### Software Developer Cisco Systems Canada

08/2021 - Present

Cisco Managed Services Accelerator - MSX - Cisco+ Developer

#### Achievements/Tasks

- Working on UI development with API's and Cisco standard components and tools
- Designing software patterns for the Cisco+, Choice and Umbrella services with the team

### Full Stack Developer Vingle

02/2019 - 07/2019

Vancouver, BC

Base App - A student Social Network for all students in BC with open conversations.

#### Achievements/Tasks

- Frontend development using React Native for mobile. Added small QOL changes to the current app and did bug fixing/testing for all in-house reports.
- Front end development using React for the web platform. Created the app from scratch with 3 more members. Tried to use the same design flow of the mobile app.

## EDUCATION

### Bachelor's Degree Izmir University of Economics - Computer Engineering

06/2018

Turkey

#### Thesis/ Course

- QFM (Quest For Mentor): A Student and Alumni Mentorship Platform. Using Angular as a frontend framework for the PWA, the platform matches mentors and mentees based on their needs to create a community in the University. <https://gageracer.github.io/QFM/>
- Co-op Video Game, Project Cube: Inspired by the movie Cube, Network Programming in Computer Game project. Idea is to have a random adventure with you and 1 more player together every time you log in. The demo we created was a double maze where each player has to find the button for the other player's door. <https://github.com/gageracer/NetworkedGame> - [https://youtu.be/TW7\\_9QDoRTw](https://youtu.be/TW7_9QDoRTw)

## SKILLS

JavaScript/TS

C

C++

Python

Git

React

GNU/Linux

Bash

AWS

React Native

Unity3d

Golang

Unreal Engine

Docker / Kubernetes

Rust

HTML/CSS

Unit Testing(Jest)

## PERSONAL PROJECTS

### MyStuff (10/2019 - Present)

- Web app that keeps track of your belongings in your house with PWA implementations, using Svelte as the framework.

### Toon Tanks (10/2020 - Present)

- Unreal Engine Tank TPS game. Source code and Linux binary is in the link.

### Immigration Panel Exam Website (11/2019 - Present)

- Did a part of the website using React. Made it responsive and used the design from another co-worker.

## LANGUAGES

English

Full Professional Proficiency

Turkish

Native or Bilingual Proficiency

## INTERESTS

Web Technologies

Video-game Development

Unity3d / Unreal / Godot

Cryptology

Security

Linux

System Administration