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.

✉ canaygin56@gmail.com

📍 Richmond, BC, Canada

in linkedin.com/in/can-aygin

📱 2367773491

www canaygin.vercel.app

○ github.com/gageracer

WORK EXPERIENCE

Software Developer
Cisco Systems Canada

08/2021 - Present

Cisco Managed Services Accelerator - MSX Developer

Achievements/Tasks
- Working on UI development with API's and Cisco standard components and tools

Full Stack Developer
Vinple ⤢

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

Diploma Program
Cornerstone College - Web and Mobile Development Co-Op Program ⤢

01/2019 - 01/2020   *Vancouver, BC*

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

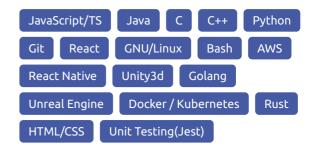*06/2018*   *Turkey*

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

SKILLS

JavaScript/TS   Java   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.

INTERESTS

Web Technologies

Video-game Development

Unity3d / Unreal / Godot   Cryptology

Security   Linux   System Administration