

# 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



2367773491



Richmond, BC, Canada



canaygin.vercel.app



linkedin.com/in/can-aygin-79856717a



github.com/gageracer

## SKILLS

JavaScript

Java

C

C++

Python

GoLang

Git

GNU/Linux

Bash

Unity3d

Unreal Engine

Docker / Kubernetes

Rust

HTML/CSS

## INTERESTS

Web Technologies

Video-game Development

Unity3d / Unreal / Godot

Cryptology

Security

Linux

System Administration

## WORK EXPERIENCE

### 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.
- Frontend 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.

## CERTIFICATES

Responsive Web Design Certification (06/2019 - Present) [↗](#)

freedecamp.org Certificate

CodeWars Rank - 5 kyu [↗](#)

Mostly used JS over there.

## 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.

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.

## 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. Proof of Concept is available here: <https://gageracer.github.io/QFM/>
- Co-op Video Game, Project Cube: Inspired from 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)