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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🌐 canaygin.vercel.app

in linkedin.com/in/can-aygin

github.com/gageracer

SKILLS

JavaScript　Java

C　C++　Python

Golang　Git

GNU/Linux　Bash

Unity3d　React

React Native　Skill

Unreal Engine

Docker / Kubernetes

Rust　HTML/CSS

Unit Testing(Jest)

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) ⤴
Freecodecamp.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