Can (“John”) Aygin

Objective

- To obtain a role as a Software Developer leveraging 4 years of experience

Technical Skills

Software	Jira, Rally, Testify, Unity3D, Unreal Engine, WebEx, Goland
Languages	Angular(11-12-14-16), React, Svelte, HTML, CSS, JavaScript, Typescript, Golang, Python, Bash, C, C#
Platforms	Docker, Kubernetes, AWS, Windows, Linux, Unix

Work Experience

Cisco Systems ***08/2021 - 04/2024***

Software Engineer

- Accepted Ux design mock-ups as input and built the required user interface Angular components
- Created and consumed microservice APIs using Swagger
- Developed new Angular components and implemented Cisco proprietary Angular Components
- Implemented user interface code using both the classic CSS styling rules and Cisco’s in-house rules
- Developed and performed unit tests for front end code using Jest
- Used Jira and Rally to document agile deliverables
- Performed test-driven development for some components of the project
- Performed pairs programming development for some components of the project
- Attended and contributed in daily stand-up meetings every morning
- Made Pull Requests as needed
- Performed peer reviews of code as well as had my code peer reviewed
- Wrote wiki-based documentation
- Performed code demonstrations to management and peers at the end of sprints
- Implemented CodeMirror libraries, to display XML & JSON configuration settings in the application
- Developed and refactored regression tests using Python for the updated microservices and for UI
- Used Slack and Webex for team communication
- Developed new features by writing code that solves technical challenges as they arise
- Troubleshoot and resolve software defects (aka bug fix)
- Technical Environment: CodeMirror, Angular (V9-11), Linux, XML, JSON Jest, YAML, GitHub, Swagger, Jenkins, SonarCube, SQL, Rest, Visual Studio, Java, Go, Python, Bash,

Kubernetes, Docker, Switching, Routing, Regular Expressions, OpenAPI, Jira, Rally, HTML, CSS, JamStack, JavaScript, TypeScript

Self Employed

Software Developer **06/2018 – Present**

- Project: EvoCatcher (Game Jam Entry - Placed #12 overall)
    - Developed a physics-based evolution game in Unity for UDSJam 29, inspired by Suika and Pokémon mechanics.
    - Implemented UI elements including main menu, game over screen, score tracking, evolution indicators, and responsive scaling.
    - Programmed core gameplay mechanics in C#, including movement controls, species evolution system, collision detection, and physics-based interactions.
    - Balanced physics properties for three distinct species (Rabbit, Fish, Bear) across five evolution stages.
    - Enhanced gameplay experience with particle effects for evolution animations and a space management warning system.
    - Improved rapid prototyping, UI design, and physics-based gameplay programming skills.
    - Technical Environment: Unity, C#, Unity UI, Custom Physics System, Particle System
- Project: MyStuff
    - Designed code to accomplish goals
    - Developed Single Page App using Svelte
    - Documented the application using MarkDown
    - Technical Environment: JavaScript, TypeScript, HTML, CSS, Svelte, Service Worker, Progressive Web Application (PWA),
- Project: Toon Tanks
    - Designed code in C++ for Unreal Engine
    - Developed and troubleshot code
    - Technical Environment: C++, Unreal Engine, vscode, linux,
- Project: Immigration Panel Exam
    - Designed and developed React Single Page Application
    - Worked with a team of developers
    - Used Agile development methodology
    - Troubleshot code and corrected defects
    - Implemented video player into application
    - Peer reviewed teammates code
    - Technical Environment: React, Agile, Visual Studio Code, React Fort Awesome, HTML, CSS, iFrame, Linux

Vinple Inc.

Full Stack Developer **02/2019 - 07/2019**

- Front End 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.
- Technical Environment: React, React Native, MongoDB, Golang, HTML, CSS, VSCode, BootStrap, Mac,

EDUCATION

Izmir University

Computer Engineering **06/2018**

- 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.
- 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

LANGUAGES

- English
  Full Professional Proficiency
- Turkish
  Native or Bilingual Proficiency