

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 troubleshoot 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
 - Troubleshoot 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 of Economics

Computer Engineering - Bachelor's Degree

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