

# Can ("John") Aygin

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## Objective

- To obtain a role as a Software Developer leveraging 2 and half years of experience

## Technical Skills

Software	Jira, Rally, Slack, Testify, Unity3D, Unreal Engine, WebEx, Goland, Jenkins, Jest, Cypress
Languages	Angular, React, Svelte, HTML, CSS, JavaScript, Typescript, Golang, Python, Bash, C
Platforms	Docker, Windows, Linux, Unix

## Work Experience

### **Cisco Systems**

08/2021 -

*Present*

**Software Engineer - Worked on 3 different Cisco product lines**

- Worked on a java to golang migration for a microservice
- Internal tool UI development for testing server systems at Cisco with Angular, Jest and Cypress
- Created and maintained Golang based microservices
- Used Jenkins for CI/CD needs for the microservices and dev VM's
- Created and consumed microservice APIs using Swagger
- Implemented multiple products updates from customer issues and new features
- For a big and complex list UI element, selecting and creating a bundle of elements function added
- Efficient search bar created for an list component for UI
- Optimized tables and lists load faster and more efficient with bigger page sizes on multiple UI pages
- Removed deprecated UI elements properly before customers see empty or duplicated lists or elements
- Fixed timeout errors on UI by adding search parameters to the query with a fixed month long data for default GET call
- Accepted Ux design mock-ups as input and built the required user interface Angular components
- 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 resolved software defects (aka bug fix)
- Technical Environment: CodeMirror, Angular (V9-12), Linux, XML, JSON, Jest, YAML, TOML, 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: 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**

#### **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](https://youtu.be/TW7_9QDoRTw)

## **LANGUAGES**

- English  
*Full Professional Proficiency*

- Turkish  
*Native or Bilingual Proficiency*