

# Can ("John") Aygin

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## Objective

Full stack software developer role with 4+ years of experience across frontend, backend, and game development, preferably in environments using TypeScript, Golang, and Python.

## Technical Skills

**Languages:** TypeScript, JavaScript, Go, Python, HTML/CSS, XML, Bash, C, C#

**Frameworks:** Angular (v9–16), React, Svelte, Web Components, UI5, Node.js, Bun, Tauri,

**Database & Backend:** MongoDB, PostgreSQL, MySQL, RESTful APIs (Swagger/OpenAPI), AWS(EC2,S3)

**Tools & Platforms:** GitHub, Jest, Vitest, ESLint, Docker

**Other:** Unity, Unreal Engine, Linux, Visual Studio Code, Jira, Rally

## Work Experience

### Software Engineer

*Cisco Systems* – Aug 2021 to Apr 2024

- Built **React**-based web components for a micro-frontend architecture, enabling multiple teams to deploy UI modules independently.
- Built dynamic **Angular** UI components using mockups and design specs using the web-components and custom made ones
- Authored **Node.js** scripts to automate internal tooling (e.g. deployment pipelines, data-migration helpers)
- Integrated microservice APIs using **Swagger/OpenAPI** and handled **RESTful** calls
- Refactored and wrote regression tests in **Python**; conducted unit testing with **Jest**
- Participated in **agile ceremonies** and **peer code reviews**, regularly demoing features
- Developed **XML/JSON** editors using CodeMirror libraries for internal tools
- Collaborated using **Slack**, **Webex**, and project-managed via **Jira** and **Rally**
- Tools: React, Angular 9–11, Go, Python, Java, YAML, GitHub, Docker, Kubernetes, SonarQube, Linux

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### Freelance & Side Projects

*Software Developer* – Jun 2018 to Present

#### Sudokusu - [Live Demo »](#)

- Developed a free Sudoku game with a clean and responsive UI
- Implemented game logic and user interaction features
- Tools: Sveltekit, TypeScript, HTML, CSS

### EvoCatcher (Game Jam – 12th Place) - [Play it on Itch.io »](#)

- Built a physics-based evolution game in Unity (C#) inspired by Pokémon/Suika
- Designed all UI and gameplay systems, evolution mechanics, and particle effects
- Tools: Unity, C#, Custom Physics, Particle System

### MyStuff (Personal PWA) - [Live Demo »](#)

- Created a Svelte-based single-page application with offline support
- Tools: Svelte, TypeScript, Service Workers, Markdown

### Immigration Panel Exam (Team Project)

- Developed React-based SPA with Agile team
- Implemented custom video player and performed peer code reviews
- Tools: React, iFrame, Fort Awesome, Agile

### Toon Tanks (Unreal Engine Practice)

- Built a 3D tank game in C++ using Unreal Engine
- Tools: C++, Unreal Engine, Linux

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### Full Stack Developer (Internship)

*Vinple Inc.* – Feb 2019 to Jul 2019

- Built mobile UI using **React Native**, and developed core React web app
- Assisted with feature delivery, bug fixes, and cross-platform parity
- Tools: React, React Native, MongoDB, Go, HTML, CSS

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## Education

### B.Sc. Computer Engineering

*Izmir University of Economics* – June 2018

#### Capstone Projects:

- **QFM – Mentorship Platform** - [Demo »](#): PWA built with Angular for mentor-mentee matching
- **Project Cube – Co-op Puzzle Game**: Multiplayer maze built using network programming  
[GitHub »](#) · [Video »](#)