Taha Anılcan METİNYURT

Software Engineer & Developer

Birth-date	30 July 1997
Location	İstanbul, Turkey
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◈ PROFESSIONAL EXPERIENCE

React/Next - Frontend Developer
Roadmape / Producer
Jul 2023 – Apr 2024

React/Strapi - Fullstack Developer
Radiospoon | Freelance
Jan 2023 – May 2023

Java Mod Developer
Minecommunity | Freelance
Jan 2023 – Apr 2023

React/Nest - Fullstack Developer
International Exam Centre | Freelance
Jun 2022 – Apr 2023

Java Mod Developer - Fullstack Developer
Vault Hunters Minecraft Modpack & Web System
Oct 2019 – Apr 2023

React - Frontend Web Developer
Arcadias Event Technologies
2019 – 2021

Student Assistant
Bahçeşehir University
2017 – 2019

◈ TECH STACK

JavaScript · TypeScript · ReactJS · Tauri · ElectronJS · CSS/Less/Sass · MongoDB · MySQL · Figma · NodeJS · GraphQL · NestJS · Git · Java · Gradle · SocketIO · Vite · WinSCP · GitHub · LUA · Axios · React-Router-6 · Redux · RTK · SocketIO · Handlebars.js · Pebble · P5.js/Processing · Three.js · WebGL · Bootstrap · Mongoose · Sequelize · LokiJS · Redis · RabbitMQ · Vitest · Jest · ESLint · JUnit · Gulp · Github Actions · Docker

◈ SKILLS

Frontend Development · Basic UI Design · Clean and Informative Documenting · Responsive Web Design · Database Design · Version Control · Software Testing · Low-poly Modelling · Backend Development · Open-Source Project Management · Game Development

◈ EDUCATION

Software Engineering — GPA: 3.14/4
Bahçeşehir University
Sep 2015 – Jul 2019

◈ CERTIFICATES

Agile & Scrum World Attendance
İstanbul Beykent University
Issued Jan 2022

Certificate of Attendance
European Exchange Comenius
Issued Jun 2013

◈ COMMUNITIES & PROJECTS

Vault Hunters Minecraft Modpack
🔗 Vault Hunters
A fully customized Rogue-lite RPG experience built as a Minecraft modpack.

VaultHunters.gg Fullstack Web System
🔗 Vault Hunters
A fullstack web system built with a React + Typescript + Vite frontend, and NestJS backend. Also backed with live data from the Official Vault Hunters GameServers.

Figma Plugin Boilerplate for React + Vite
🔗 Figma Plugin Boilerplate
A figma plugin boilerplate, that simplifies building plugins with React + Vite. Flavoured with some Vite build scripts and Typescript types to make kickstarting React projects easier.

Highly Customizable React Component
🔗 Paper Editor
Extensible Paper Editor React component that allows creating print-ready paper layouts.

Platform Agnostic Configuration DSL & Engine
🔗 The Spawn Project
A ruleset handling engine & markup/config language (called TSL). Formerly maintained as TwitchSpawn.

OpenGL-based Rendering Engine
🔗 Isom-engine Capstone Project
A 2.5D rendering engine optimized around isometric projection. It is discontinued, as it was a capstone project.

Godot Engine Game Jam Entry
🔗 "Where is the Salt?" Blam! Jam Game Entry
A hidden object game created for Blam! Jam #1

◈ FIND ME ON

🔗 github.com/iGoodie

in linkedin.com/in/igoodie