



Contact

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Education

Marmara University

Computer Engineering

Skills

- Backend Development (Go)
- Flutter
- Html/Css
- Javascript
- Java
- C
- Ubuntu
- SQL (MySQL)

Language

English

Arabic

Muhammed ikbal Aktaş

Backend Developer

As a junior backend engineer with a focus on Go programming, I have a strong desire to build server-side apps that are scalable and effective. I have a bachelor's degree in computer science and have worked on personal projects and internships to obtain real-world experience. I now have a solid understanding of database administration, API design, and backend development thanks to this trip. I love taking on challenging technological tasks and developing clear, maintainable code.

Experience

○ 2022-2023

nadirkitap.com

backend developer

I have actively strived to strengthen my skills as a backend development intern by taking on numerous duties that the company has assigned me. During my internship, I concentrated on honing my technical skills and using theory in real-world situations. Creating an electronic invoicing system through integration with the e-Arşiv Portal was one of my main tasks. For this project, I had to comprehend and put into practice the relevant protocols and APIs to guarantee secure and easy communication with the government's electronic invoicing system.

Additionally, I participated in a project aimed at detecting NSFW (Not Safe For Work) content using artificial intelligence.

These projects allowed me to use what I already knew and learn a lot about topics not taught in the classroom. I gained a greater comprehension of api integration and backend programming.

Projects

○ Real-time chat application

Languages that i used:

Go, html/css, javascript and mysql.

Technologies that i used:

For backend part i used gorilla-mux for routing and gorilla websocket for communication between users. For authentication i used dgrijalva/jwt-go. For data storage i used mysql.

In this project user can sign in and sign up to application and start communicating in real time.

Users can also add new people in order to chat with each other.

This project has taught me a lot about how websocket works and how it is used in communication between client and server.

You can check my project on github https://github.com/muhammedikbalaktas/chat_application

○ Real-time blog application

Languages that i used:

Go, html/css, javascript and mysql.

Technologies that i used:

The technologies that i used is almost the same with my chat application however for routing i used go-gin library.

In this project users can sign-in and sign-up to my blog app. Each user can add any amount of blog without any limit. Blogs contains image, title and body. Users can upload image for their blogs. Also users can add a profile picture to their profile.

Users also can like other users blog and in that part i used websocket. Users get notification whenever any user like their blog. Also like count is updated when the count is changed.

You can check my project on github https://github.com/muhammedikbalaktas/blog_application

○ Others

These two projects was my main projects but there is more in my github account.