



# Recep Şen

CTO @Taptoweb | [easyapp.ai](https://easyapp.ai)

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## Summary

We built [easyapp.ai](https://easyapp.ai) from the ground up - an AI-powered, no-code platform where anyone can create iOS, Android, and mobile apps without any technical knowledge. As CTO, I lead the technical strategy, product architecture, and engineering team. We're expanding into Apple's Mini App ecosystem and serve 250,000+ users across 150+ industries.

## Experience

Taptoweb

CTO

Jun 2022 - Present

We built [easyapp.ai](https://easyapp.ai) from the ground up - an AI-powered, no-code platform serving 250,000+ users across 150+ industries. Started as the founding engineer, grew into technical leadership, and now lead the company's technical strategy as CTO.

- Built a 25-microservice platform on .NET with Clean Architecture and CQRS, serving 150+ industry templates across iOS, Android, and PWA.
- Engineered the event-driven backbone with RabbitMQ - fanout exchanges, dead letter queues, and retry logic - maintaining 99.9% system uptime.
- Designed the AI cost optimization system using vector similarity search (pgvector), cutting image generation costs by 70-85%.
- Developed the multi-database strategy: PostgreSQL (25 DBs), MongoDB, Redis, Elasticsearch, and Firestore.
- Leading the platform's expansion into Apple's Mini App ecosystem, positioning Easyapp as one of the first compatible no-code platforms.
- Building the engineering team and establishing engineering culture around Clean Architecture, CQRS, TDD, and automated CI/CD.

[easyapp.ai](https://easyapp.ai)

Petroteks

Software Engineer (Full-time, while pursuing degree)

Dec 2019 - Apr 2021

- Built a multi-tenant CMS on .NET Core that powered 10+ company websites from a single codebase.
- Designed a workflow automation engine that cut content publishing time by 60%.
- Added real-time analytics and reporting dashboards for business decision-making.

TE Bilişim

Web Developer

Aug 2018 - Nov 2018

Developed and maintained PHP-based news portal themes, focusing on responsive design and SEO.

RealityArts Studio

Game Developer - Internship

Jun 2017 - Sep 2017

Contributed to the development of mobile game prototypes using Unreal Engine.

Education

Manisa Celal Bayar University  
Software Engineering

Bachelor's degree • 3.8/4  
Oct 2019 - Jun 2023

Certifications

Dive Into Refactoring  
Refactoring.Guru  
[View Credential](#)

Dec 2024

Pragmatic Clean Architecture  
Milan Jovanovic Tech  
[View Credential](#)

Dec 2024

Skills

AI & Automation:

LLM Integration, Agentic AI, Vector DBs & Semantic Caching, AI Workflows & Automation, Cost-Optimization Strategies, No-Code Platform Development

Architecture & Paradigms:

Microservices, Domain-Driven Design (DDD), Event-Driven Architecture, Clean Architecture, CQRS, API Design

Core Technologies & Backend:

.NET, C#, Go, Node.js, TypeScript, RabbitMQ, PostgreSQL, MongoDB, Redis, Elasticsearch

Cloud & DevOps:

Google Cloud Platform (Cloud Run, Cloud Build, CDN), Docker, Kubernetes, CI/CD Automation

Leadership:

Technical Strategy, Team Building, Product Roadmapping