

Yiğit Usta

Software Engineer

Full-Stack software engineer having a strong focus on development with TypeScript and AWS Certified Solutions Architect with 3+ years of professional experience including one year of leading experience in a multicultural team. Graduated from one of the best universities of Turkey, Bilkent University with the first place having 3.91 CGPA. GitHub and the transcript can be accessed from the personal website usta.dev

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Tokyo, Japan



📟 usta.dev

in linkedin.com/in/yigitusta

TECHNICAL SKILLS

Programming Languages

TypeScript, JavaScript, Go, PHP, Python,

Java, C/C++

Cloud/DevOps/In fra/Networking

AWS, Docker, Github Actions,

Kubernetes, CCNA Exploration 1-2

Build Tools

Webpack, Parcel

CSS Compilers

SCSS, CSS Modules, Styled Components

Databases

MySQL, ElasticSearch, DynamoDB, PostgreSQL, MongoDB, Redis

Front-end **Technologies** React, Redux, Redux-saga, Material-UI,

Blueprint.js

Mobile Development Flutter, Android

Node.js Libraries

Express.js, Nest.js, TypeORM

WORK EXPERIENCE

Lead Software Engineer PORTERS Corporation

Tokyo, Japan

Promoted and joined Matching Pro team as a Lead Software Engineer with permanent position after three months of contract. Matching Pro recommends recruiters candidates for jobs and jobs for candidates with the power of machine learning and advanced filtering technologies through a modern web application.

Achievements/Tasks

- Full responsibility for the development of new features from being handed the specs and delivery to the end-users
- Full-stack development using TypeScript, Node, React, Lambda, ElasticSearch, MySQL
- AWS infrastructure maintenance
- Leading the team of 5, interviewing candidates, integrating new members

Software Engineer

Fujitsu Software Technologies

05/2019 - 08/2019

Achievements/Tasks

Shizuoka, Japan

- · After completing my Bachelor's and previous contract job in Turkey, I began pursuing Fujitsu Software Technologies' 3-month software engineering internship program in Shizuoka City, Japan. This gave me the invaluable experience of working in a traditional Japanese company.
- I joined the team which develops a C/C++ static source code analyzer product with a Java desktop application front-end. The product is out there for more than 20 years and my job as an intern was to make a modern SaaS prototype by using the current product and understanding the functionalities.
- Used JavaScript, Node.js, Express.js, Cypress.js, React technologies. Chose Blueprint.js as a UI library to provide the desktop experience on the cloud.
- The internship was really fun and challenging. It allowed me to work within a different industry and taught me to handle languagerelated communication issues in a team. It also really helped me to pursue my career in Japan afterward.

WORK EXPERIENCE

Full Stack Developer - Contract Connected2.me

03/2019 - 05/2019

Connected2me is a free-to-use mobile application that enables users to anonymously chat with others. Being one of the most downloaded apps in Turkey, it's also quite popular in Europe and the Middle East with a total of over 25 million registered users. It is an amazing start-up and one of the best places to work in Ankara in my opinion.

Achievements/Tasks

- Various tasks with a focus on the growth of Connected2.me
- Improving user experience by planning, executing, and measuring A/B tests
- Developed analytics tools for internal usage in the company. These tools are regularly used by a team of 20

Full Stack Developer - Payments Team JotForm Inc.

04/2018 - 12/2018 Ankara, Turkey

JotForm is the world's biggest online form builder with a drag-and-drop user interface. You can have more information about the product at jotform.com Tasks/Technologies Used

- · Maintenance of the current 27+ payment integrations processing millions of dollars per month at that time
- o Developed new integrations: Sofort, Paysafe, Stripe ACH, GoCardless, PayPal Checkout
- Communicating partner gateways and aligning development of integrations with marketing campaigns
- Designing payment integrations to match JotForm's flow
- Full stack implementation of payment integrations from creating new ReactJS components to back-end development with PHP
- Used the following technologies: JavaScript, Jest, Jenkins, ReactJS, Redux, PHP, MySQL

Contact: Yolcu İskender - https://www.linkedin.com/in/yolcu-iskender-22626050/

Technical Support Engineer

JotForm Inc.

01/2018 - 03/2018

Tasks

- Providing workaround solutions to the problems of JotForm users
- Performing analysis of bugs and cooperating with developers
- Taking part in technical recruitment process of interns and welcoming candidates in career fairs

Contact: Yolcu İskender - https://www.linkedin.com/in/yolcu-iskender-22626050/

Administrator/Owner

MCRepublic Game Server

06/2012 - 10/2014

I ran a Minecraft server with the name MCRepublic for 2 years while studying at high school.

Achievements/Tasks

- Raised player count from 0 to 90 in 2 months.
- Started with 0 budget and had 600\$ monthly revenue on average.
- Setup the server on my laptop from scratch, installed and configured Bukkit plugins, came up with a business plan, created the website for the server, automated transactions with in-game items, migrated the server to the cloud, handled player complaints and suggestions, handled maintenance of the server by migrating plugins and the Bukkit server to the newer versions.

3.91

EDUCATION

Computer Technologies and Information Systems (Graduation: May 2019)

Bilkent University

08/2015 - 05/2019

Achievements

- Highest CGPA in 2015 cohort
- Transcript is available at usta.dev
- You can find awards from awards section

Information and Communication Technology (Erasmus+ Exchange)

Helsinki Metropolia UAS

08/2017 - 12/2017

Finland/Helsinki

Courses

Transcript is available at usta.dev



PERSONAL PROJECTS

BilPay (09/2018 - 05/2019)

- BilPay is a blockchain-based payment system aiming primarily to be used at e-commerce sites. It composes of a JavaScript SDK, an iOS app, a Backoffice dashboard, a user dashboard, and a RESTful API Server
- Software Engineering from requirement engineering to technical design
- Developing JavaScript SDK for ease of integration with TypeScript. Can be found at https://github.com/instructset/bilpay-sdk
- Building a back-office dashboard with React, TypeScript & Express
- Certified as the "System Development Award First Runner Up" by Microsoft

FoshFosh, a Global Game Jam game (2017)

- The game was chosen for the 3rd place at Hacettepe site of Global Game Jam.
- Developed in two days during Global Game Jam 2017 event.
- Link to the source code and the playable link is here: github.com/yigitusta/FoshFosh-GGJ2017.

CERTIFICATES

AWS Certified Solutions Architect - Associate (06/2020 - 06/2023)

Verification: www.youracclaim.com/badges/41683bf2-878e-43eb-8989-62d55924addf

LANGUAGES

English

Japanese

Native or Bilingual Proficiency

Limited Working Proficiency

Turkish

Native or Bilingual Proficiency

German

Limited Working Proficiency

AWARDS

Best Intern (05/2019)

Bilkent University

- Awarded for my position at JotForm between January 2018 May 2018
- The position is not listed as an internship but as a job, because I
 applied for the job, got hired full time with salary, and showed it as
 an internship to the school.

Senior Project System Development Award First Runner Up (05/2019)

Bilkent University

- Award is given for BilPay project.
- You can find the details of the project in the projects section.

Mustafa Akgül Award of Best Academic Success (05/2019)

Cavemen, a Global Game Jam game (2019)

will lose their health gradually.

Cavemen is a game about pre-historic ice age period. It is a

Developed in two days during Global Game Jam 2017 event.

• Link to the source code and the playable link is here:

github.com/yigitusta/Cavemen-GGJ2019/.

multiplayer survival game where players have to find shelter for

their survival and food to restore their health. Players can attack each other and take the food dropped from dead (or disconnected) players. During the night time if the players are not in a cave they

Bilkent University

 Awarded as I graduated from Bilkent University with first place having 3.91 CGPA.

REFERENCES

Derek Forbes, Software Engineer

"Yigit worked as the tech lead of the team I was working on, and was a fantastic asset to the team. He not only ensured that the team was working well to meet deadlines, but also contributed to the project on the front-end, back-end, and also with infrastructure related tasks. He was always available to answer questions (Whether it be specifically about a coding issue, or about how to approach a problem) and I really learned a lot working under him thanks to this. Yigit is hard-working, technically strong, and can also communicate himself very well so it is my pleasure to recommend him. LinkedIn: https://www.linkedin.com/in/derek-forbes/"

Fatih Yavuz, Software Engineer

"Yigit is an amazing software developer with curiosity to trending technologies. He learns fast new technologies and adapts easily to existing projects and code base. We have done our senior project (Online Payment System on Blockchain) together and he revolutionised our back-end system by reducing our blockchain transactions from 15 minutes to 1.5 seconds on average. He has a seamless back-end designing skills, great sense of responsibility and respect for the product he is developing. LinkedIn: https://www.linkedin.com/in/fyvz/"