

Alperen ERYILMAZ

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SUMMARY

Self-driven **Software Developer & Team Lead** experienced in designing and implementing large-scale solutions for sectors like **Smart Cities** and **Early Diagnosis** platforms. Skilled in **C#** (Unreal Engine SDK development), **TypeScript**, **JavaScript**, **Java Spring Boot**, and **DevOps** tools (Docker, Kubernetes, Jenkins). Adept at **RESTful API** design, **OOP** concepts, and **SOLID** principles. Proven track record of leading teams, optimizing codebases, and delivering robust, scalable applications in dynamic, fast-paced environments.

CORE SKILLS & TECHNOLOGIES

- **Languages & Frameworks:** C#, TypeScript, JavaScript, .NET Core/Framework, React, Vue.js
 - **Architecture & Methodologies:** OOP, SOLID, Microservices, Design Patterns, Agile/Scrum
 - **Backend & APIs:** RESTful APIs, Node.js/Express, ASP.NET
 - **Databases:** MS SQL Server, MySQL, PostgreSQL, Basic DB Tuning
 - **ORM & Data Access:** Entity Framework, TypeORM (Nodejs), concurrency handling
 - **DevOps & Cloud:** Docker, Kubernetes, Jenkins, AWS (Route53, CloudFront, S3), Google Cloud
 - **CI/CD & Monitoring:** Git-based workflows, Automated Testing, Container Orchestration
 - **Team Leadership:** Cross-functional collaboration, mentorship, code review, project ownership
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PROFESSIONAL EXPERIENCE

SAMPAS – Istanbul, Turkey

Software Engineering Team Lead (Aug 2024 – Present)

- **Led** a multi-disciplinary team in architecting and implementing the **Smart Cities Digital City Management System**, providing technical guidance on system integrations.
- **Developed** core **C#** SDKs for 3D visualizations in **Unreal Engine** and 2D Web GIS solutions, integrating them with RESTful endpoints for city data.

- **Coordinated** all stages of the DevOps pipeline, including containerization with **Docker**, orchestration with **Kubernetes**, and continuous integration using **Jenkins**.
- **Ensured** high availability and scalability by refining deployment strategies, proactively resolving system bottlenecks, and upholding coding best practices (SOLID, OOP).

Senior Software Developer (Sep 2023 – Aug 2024)

- **Built** and maintained React-based applications in TypeScript, leveraging **Pixel Streaming** to handle thousands of concurrent user sessions for 3D city management demos.
 - **Enhanced** city models into **Digital Twins** via Cesium in Unreal Engine 5, optimizing real-time rendering performance.
 - **Collaborated** with C++/Blueprint to extend project functionalities, focusing on testability, maintainability, and robust data exchange protocols.
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EyeCheckup – Antalya, Turkey

Senior Software Developer (Sep 2023 – Aug 2024)

- **Optimized** backend processes in **Java Spring Boot**, improving the performance of an early diagnosis platform used by healthcare professionals.
- **Introduced** best practices for front-end architecture (Vue.js/React.js), enhanced code reviews, and mentored junior developers in coding standards and Agile workflows.
- **Implemented** RESTful APIs with unit testing and integrated PDF report functionalities, boosting reliability and user satisfaction.

Software Developer (Nov 2021 – Sep 2023)

- **Developed** and maintained multiple modules (Doctorsays, NVFundus, WiseCRF) in **Vue.js**, **React.js**, and **PHP**, ensuring seamless interactions with the Java-based backend.
 - **Leveraged** AWS services (Route53, CloudFront, S3) for hosting, domain management, and content delivery, reducing latency for end users.
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BaseThree – Bursa, Turkey

Software Developer (Nov 2023 – Jul 2024)

- **Contributed** to the **Energy Estimation System** under Borusan Holding sponsorship, focusing on concurrency handling, caching solutions, and performance optimization.
- **Defined** software requirements and architecture for Yokai NFT marketplace; provided end-to-end support across the stack (frontend, backend, DevOps).

ZeplinX – Antalya, Turkey

Software Developer (Oct 2020 – Nov 2021)

- **Developed** front-end/admin panels for 200+ municipalities using **Vue.js**, **ExpressJS**, **MySQL**, and Google Cloud for large-scale municipal applications.
- **Created** municipal career and travel guide apps, contributing to improved public service accessibility.

Artovy Tasarım Ofisi – Ankara, Turkey

Software Developer (Jun 2019 – Oct 2020)

- **Developed** custom plugins to calculate structural brick quantities, addressing specific factory requirements.
- **Built** a QR-based menu application for restaurants, speeding up service workflows.

(Earlier experience includes freelance development and game server management, focusing on user experience and technical service tracking.)

EDUCATION

- **Anadolu University** – Bachelor’s Degree in Management Information Systems (Sep 2017 – Dec 2021)
- **Akdeniz University** – Associate’s Degree in Computer Programming (Sep 2016)

CERTIFICATIONS & AWARDS

- **Certified Blockchain Developer**
- **Advanced Frontend Web Development**
- **AWS Cloud Technical Bootcamp**
- **Python Certification**

ADDITIONAL INFORMATION

- **Soft Skills:** Excellent communication, problem-solving, and team leadership. Thrive in fast-paced environments, embracing ownership and accountability.
- **Languages:** Turkish (Native), English (Limited Working Proficiency)
- **Interests:** Exploring new .NET advancements, cloud-based microservices, real-time 3D rendering, AI-driven solutions.