

Sedat Can Yalçın

Software Engineer

A passionate individual with the aim to be on the edge and always learn and experiment using new technologies. I'm experienced in building large React applications, and backend development with Node, MongoDB, and Serverless. I craft software that is clear and concise while maintaining the upmost performance there is. I also worked with Java and Go in the past.

sedatcyalcin@gmail.com

+39 3513216880

Milan, Italy

sedat.dev

linkedin.com/in/sedatcyalcin

github.com/sedat

EDUCATION

Computer Technology & Information Systems BSc. İhsan Doğramacı Bilkent University

09/2016 - 06/2020

GPA: 3.44

High School

Alanya Bahçeşehir College

09/2012 - 06/2016

EXPERIENCE

Software Engineer Klarna

12/2022 - Present

Milan, Italy

Software Engineer Soostone

06/2020 - 11/2022

Tasks

- Working on new features and improving existing logic on Serverless functions across 50+ services.
- Implemented payments on frontend using Stripe API.
- Implementing enhancements such as caching, pagination, and modern state management to UI applications.
- Took the lead on upgrading all our services from node10 to node14.

Full-Stack Software Developer Innology (Hop! Scooter)

10/2019 - 05/2020

Tasks

- Worked on payment integration with NodeJS.
- Implemented microservices with Go that was used as a ledger for a taxi ride-share system.
- Developed the dashboard/intranet of the company using React, Typescript and Mapbox.

Backend Developer Zeo Agency

01/2019 - 05/2019

Tasks

- Worked on the development of an all-around SEO product that crawls Google Search results both on mobile and desktop combining the necessary SEO features such as rank tracking, SERP features, etc.
- Developed on the core API using Go and implemented most of the Google SERP feature scrapers with unit tests both on the desktop and mobile, later being developed completely by myself

SKILLS

NodeJS

Javascript

ReactJS

Go

AWS

Java

Express.js

MongoDB

HTML

CSS

MySQL

Ubuntu

PROJECTS

DRaycer - Web-based Distributed Ray Tracing Rendering System

- Best Senior Project award
- The project is a Web-based Distributed Ray Tracing Rendering System (DRaycer) that runs on a web browser by using distributed systems architecture. Users will be able to render their 3D models to produce realistic rendering effects by using Ray Tracing. Considering the slow and capital heavy performance of Ray Tracing algorithms, DRaycer solves this with the power of client-side programming and distributed systems.

Leaderboard API

- A game leaderboard implemented in Golang, Redis, and MongoDB. Includes general and country-based ranking with Redis Sorted Sets, MongoDB as a persistent database, and password hash encryption with JWT authentication.
- <https://github.com/sedat/go-redis-leaderboard-api>

Pokepedia

- A fully-featured Pokepedia right in your browser, add your favorite pokemons to your list so you'll always have them with you! I used React with React Hooks, React Router with authenticated routes, Firebase Auth, Firestore, Material UI.
- <https://github.com/sedat/pokepedia>
- URL: <https://zen-aryabhata-d63522.netlify.app/>

Chat-App-socket.io (NodeJS, socket.io)

- <https://github.com/sedat/Chat-App-socket.io>
- URL: <https://chatsocketappio.herokuapp.com/>

To check all the projects please visit my Github page

ORGANIZATIONS

Bilkent International House - Member of the Board (Treasurer) (05/2018 - 02/2019)

Managing all the finances of the club, meeting with companies for possible sponsorship deals, handling, advising the board on financial matters

Association for Computing Machinery Bilkent Chapter - Event Coordinator (10/2018 - 02/2019)

Coordinating the TechTalks and giving introduction to web development lectures to fellow students

Director of Delegations at Model United Nations Society of Bilkent University (05/2017 - 05/2018)

Organized and managed delegations which were sent to MUN conferences representing Bilkent University throughout the year.

Public Relations Team Member at Bilkent International House

Worked with a great team that markets, enhance and build the House we all love and its events on social media.