



Eren Gaygusuz

Software Development Engineer

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📅 Birth Date: 14/12/1992 🛂 Military Status: Done 🐙 [Github Account](#) 📺 [Youtube Channel](#) 🔗 [Linkedin](#)

About

I have been interested in programming and software development since 2013. After graduating as a Software Engineer at the beginning of 2020, I developed desktop, mobile, and web applications in different companies.

I always try to develop sustainable products that provide high customer satisfaction. Since I have made lifelong learning a habit, I continuously improve myself by learning new things and keeping my knowledge up to date.

Experiences

YILDIZ HOLDING (via ID3 SOFTWARE AND INFORMATION TECHNOLOGIES)

Istanbul, Turkey (Remote)

Software Development Engineer

01 April 2024 - 10 March 2025

During my employment, I worked remotely as part of the development process of Yıldız Holding's web applications, through its partner company.

Responsibilities:

- Developed component-based user interfaces using Angular Framework and React.js.
- Developed backend applications using ASP.NET Core Web API.
- Performed database operations using Entity Framework Core and SQL Server Management Studio.
- Maintained legacy applications and handled user requests.
- Conducted interviews with intern engineers and trained them as part of the mentorship program.

EYESOFT INFORMATION TECHNOLOGIES

Ankara, Turkey (On-Site)

Software Development Engineer

02 September 2021 - 25 December 2022

During my employment, I worked at Eyesoft's office in METU Technopolis.

Responsibilities:

- Designed and developed mobile applications.
- Developed backend applications using ASP.NET Core Web API.
- Used JWT and SSL certificates for service security.
- Created virtual systems, database servers, and cloud storage areas on AWS.

SIGUN INFORMATION TECHNOLOGIES

Ankara, Turkey (Hybrid)

Yazılım Geliştirme Mühendisi

11 February 2020 - 30 October 2020

During my employment, I worked some days at the company's office in METU Technopolis and some days remotely from home due to the COVID-19 pandemic.

Responsibilities:

- Analyzed patient needs by considering the feedback of TÜBİTAK reviewers and doctors.
- Identified the types of exercises patients needed based on patient analyses.
- Developed desktop games with Unity based on different exercise types.
- Integrated the developed game modules with hardware.

Education

ATILIM UNIVERSITY
Faculty of Engineering / Software Engineering
Industry-Related Achievements:

Bachelor's Degree • 3.34 / 4.00

Ankara, Turkey • 20 September 2016 - 22 January 2020

- Object-Oriented Analysis and Design, Database Design, Software Architectures and Data Structures

Awards:

- Honor Student — Spring 2017–2018, Fall 2018–2019, Spring 2018–2019
- High Honor Student — Fall 2017–2018

<https://www.atilim.edu.tr>

Skills

C#, Java, TypeScript, Html, Css, JavaScript

Programming Languages, Markup Languages



Angular 8+, React JS 18+, ASP.NET Core 3.1+, Spring Boot 3+, Prime NG 8+, Bootstrap 4+, JQuery, Ant Design 5+

Frontend Frameworks, Backend Frameworks, Libraries



SQL Server, MySQL, MongoDB, Oracle, PLSQL, T-SQL, Entity Framework Core, Dapper, Hibernate

Databases, Orm



Git, Github, Jira, Bitbucket, Gitlab, Jenkins, Docker, Docker Hub, Portainer, Azure DevOps

Version Control, CI - CD, Project Management



AWS, Windows, Ubuntu, Debian, Mac OS

Cloud Providers, Operating Systems



N-Tier Architecture, Microservice Architecture, OOP, Solid Principles, Dependency Injection, Generic Repository Pattern, Factory Method Design Pattern, Abstract Factory Design Pattern, Rest Services, Soap Services, JWT, Code Signing Certification, SSL Certification, SSO Auth

Standards, Patterns, Architectures



Unity, 3DS Max, Open Street Map, Tobii Eye Tracker

Other



Languages

English

Upper Intermediate (B2)



Awards

Champion — 34th Sports Festival Basketball Tournament

March 2014

Hacettepe University

Area of Interest

Hiking & Trekking | Basketball & Football | Video Games | Software Projects | Learning New Technologies

References

Available upon request.