

Ekin Aslan

ekinaslan.js@gmail.com | [Website](#) | [LinkedIn](#) | [GitHub](#)

Software developer primarily experienced in building websites and web applications, with both corporate, start-up and freelance experience, easily adapting to any work environment and project discipline.

Education

Ege University

Bachelor of Science in Computer Engineering

September 2018 – Present

İzmir, Türkiye

Work Experience

Yapı Kredi Technology

Software Engineering Intern

June 2022 – March 2024

Remote

- Developed web pages using React fixed and optimised banks own React library components.
- Managed and monitored job schedules using UC4, automated credit card reports by using SAP BusinessObjects and SQL queries.
- Developed an alert manager microservice using React, Java Spring and Prometheus.

Freelance

Web Developer

May 2022 – Present

Remote

- Developed web applications using JavaScript, React and PHP.
- Integrated AWS S3 and payment systems such as Stripe.
- Managed Google Business and Google Ads accounts.

Ege Technopark & Ruby Games

Game Developer

July 2021 – January 2022

İzmir, Türkiye

- Managed testing of game prototypes to collect and analyse statistical data to assess mobile game profitability, gameplay optimisation and user engagement.
- Developed five and launched several hypercasual mobile games with a focus on ad monetisation using C#, Unity and its Obi Rope, DOTween libraries including Ruby Framework.

Featured Projects

- [Fit Gelsin](#) – Web application for catering services.
- [Phoca.io](#) – Website for hypercasual gaming company.
- [Seçim 2023 Tahmin](#) – Website for making and comparing election predictions.
- [YouTube Code Extractor](#) – Automated system for scanning YouTube videos and capturing codes such as Amazon gift cards.
- [Arduino Order Tracker](#) – Arduino & ESP8266 project that tracks orders by pinging the system and sending notifications.
- [Fly Around Game](#) – Hypercasual platform game. ([Gameplay](#))