ALPER KISIK
FULL-STACK SOFTWARE DEVELOPER

ABOUT ME

Location: Istanbul/Atasehir
BirthPlace-Year: Istanbul - 1994
No Military Obligation
Languages : Turkish, English

An Enthusiastic software engineer currently focused on Full-Stack Development. Started developing journey at 2010 since then created many projects scale small to large. Eager to learn new things, open minded, a team player. Having fun coding and overcoming challenges. Looking for job opportunities by working in teams and projects to become more successful in carrier path with adding more value to your company.

Scan QR Code above to learn more about me and my work.

CONTACT ME AT

Phone : +90 539 381 05 19
Github : https://github.com/Alperkisik
Portfolio : https://alperkisik.github.io
Linkendin : https://www.linkedin.com/in/alperkisik
E-mail : alperksk_07@hotmail.com

SKILLS

Coding Languages
- C#, .Net, .Net Core
- HTML, CSS, Vanilla JS, JQuery
- Python
- Ms Sql, T-Sql

.Net Frameworks / Systems
Asp.Net Core, MVC 5, Web Forms, Windows Forms, WPF, EF Core, Dapper, Ado.Net, Linq

Other Frameworks/Systems/Methods
Unity Game Engine, Django, Bootstrap, Rest API, Github, Git, Database First, Code First

Familiar With
React JS, React Native, SCSS, TypeScript, AWS, Framework7, Web RTC, Java, C++, Android Studio

EDUCATION

Istanbul Aydin University 2015 - 2019
- Software Engineering Bachelor Degree

Istanbul University 2012 - 2015
- Computer Programming Associate degree

Profilo Anatolian Technical High School 2008 - 2012
- Learned Database Programming with C# .Net windows form applications

EXPERIENCE

Full-Stack Software Developer (Still Working)
At Veritas Academy | Feb 2023 to Now
- Creating software solutions for Veritas Academy business needs with .Net Core, ASP.NET Core, ASP.Net MVC 5 frameworks.
- Maintaining company's applications and helping employees to solve their problems with them.
- Improving existing application's contents for better performance.
- Adding new contents to company's Applications according to business needs.

Junior Game Developer (4 mo)
At Pasatempos Games | Sept 2021 to Dec 2021
- Creating hypercasual game prorotypes using Unity Game Engine and C# coding language
- publishing prototypes with partnership Trifles Games
- Improving prototypes according to feedbacks and game design demands
- Creating game logics and systems

Junior Full-Stack Software Developer (8 mo)
At DIJI.TECH | Nov 2020 to Jun 2021
- Designs and creates software solutions to solve pain points for various clients
- Execution of design processes using the necessary frontend frameworks.
- Preparation of backend processes with the help of Python Django.
- Modifies code to fix errors
- Worked on web and mobile applications of sites such as Yolcu.com, oyunsektoru.org, belediyesikayet.org.

Junior Back-End Developer (2 mo)
At Appbab IT | July 2020 to Aug 2020
- Learning and mastering N-Tier Architecture consept

Software Developer Intern
Makronet | June 2018 - July 2018 and July 2019 - Aug
Usishi | June 2012 - Spt 2012

PROJECTS

veritasedu.net June 2023-now
- This is a main website for Veritas Academy. It is Developed with asp net mvc 5, javascript-html-css with some restful api structure
- this website has many features for students and veritas' teachers such as dijital exam, lessons schedules, accessing question archive etc.

CrewParty and Titions Game Projects Autumn 2021
- These are Unity hyper-casual game prototypes which i created at Pasatempos Games with the help of Trifles Games.
- These games are heavily focused on hypercasual game mechanics.

oyunsektoru.org Nov 2020 - january 2020
- My first and biggest project at Dijitech
- this is a website that aims for bringing together of all Turkish Gaming Industry components from developers to gaming studios into one platform
- It was made with django,python,HTML,JS,Jquery,CSS