

Ergün Ceylan

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EXPERIENCE

Jr. SWE (Part Time) **Opdtcom** **Istanbul**
February 2024 – April 2026

- **ConvoMind** — AI Platform (unified interface to all major AI models)
- Designed service layer architecture with Axios interceptors handling auth, timeout, and error normalization across all AI provider endpoints.
- Reduced client-side API calls from 6–7 to 1 per interaction by implementing a BFF aggregation pattern using Next.js API routes with Promise.allSettled for parallel execution.
- Separated server state (TanStack Query) from UI state (Zustand), eliminating redundant network requests through cache-first data fetching.
- Implemented React Error Boundaries and Axios interceptor-level retry logic (exponential backoff) for AI provider rate limits and 5xx failures.
- **PSD Editor** — Web-based Design Tool (Photoshop-like browser editor)
- Optimized Canvas rendering pipeline using requestAnimationFrame scheduling and dirty bounding box rendering, reducing processing time by **over 90%** (2–3 seconds to under 200ms).
- Offloaded heavy pixel manipulation to Web Workers via OffscreenCanvas, keeping the main thread free for UI interactions.
- Implemented project-wide font pre-fetching using Font Loading API with Service Worker cache, increasing data-fetching speed by over **20%** and eliminating per-page loading overhead.

Jr. Software Developer (Part Time) **Nakitte.com** **Istanbul**
February 2023 – December 2023

- Implemented over 180 pages of user interfaces from wireframes and mockups designed in Figma using Vue.js, JavaScript, CSS (Mostly Tailwind), and HTML.
- Connected APIs to designs using Postman, ensuring strong communication with the backend team.
- Developed clean architecture (onion architecture) for project using SOLID principles.
- Resolved critical bugs, including one causing the website to crash, and optimized the development process by bypassing login on the development server while ensuring production security.

QUALIFICATIONS

- Shipped production frontend features across two companies without a CS degree, learning advanced patterns (BFF aggregation, Web Workers, Service Worker caching) on the job and applying them to measurable performance improvements.
- Diagnosed and resolved a critical auth vulnerability causing application crashes in production — identified the root cause (unguarded direct URL access) and implemented route-level token validation without backend changes.
- Published two mobile games on Google Play independently using Unity/C#. Currently developing a commercial delivery simulation game in Unreal Engine 5 with C++, implementing custom subsystem architecture and object pooling.

EDUCATION

- **Istanbul Technical University (2020-2026)**
- B.E in Materials and Metallurgical Engineering

CERTIFICATIONS

- CS50x: Introduction to the Intellectual Enterprises of Computer Science and the Art of Programming - Harvard CS50
- The Complete 2022 Web Development Bootcamp (HTML/CSS/Javascript/Bootstrap/React/ExpressJS/MongoDB/NodeJS)