



MEHMETCAN ESER
JUNIOR DEVELOPER

Software developer with a strong interest in technology, constantly seeking opportunities to expand knowledge and skills. Hands-on experience in mobile, web, and backend technologies, with a primary focus on full-stack development using React Native, TypeScript, and other technologies. Collaborates in teams and concentrates on building practical, high-quality software solutions.

CONTACT

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github.com/mc-es

Fatih, Istanbul

LANGUAGES

English • B1

German • A1

EXPERIENCE

BOOKROLL/JR. FULL-STACK DEVELOPER

JANUARY 2024 – CURRENTLY

- Joined as an early team member in this startup project, actively contributing to the development of the Bookroll mobile app using React Native and cross-platform technologies.
- Implemented Firebase services including App Analytics, Crashlytics, and Auth to enable user tracking, crash reporting, and secure authentication.
- Integrated the notification system using Firebase Cloud Messaging and Go backend, enabling real-time and scheduled push notifications.
- Developed a content monitoring mechanism to detect and prevent inappropriate content sharing within the app, using automated filtering and validation techniques.
- Engineered custom responsive screen methods to ensure seamless user experience across all device sizes and orientations.
- Integrated an email service with the Go backend for handling password recovery and newsletter subscription features, ensuring reliable email delivery and user engagement.
- Designed and developed a landing page using Next.js to improve user onboarding and marketing visibility on the web platform.
- Built 20+ reusable UI components using Expo to enhance interactivity and functionality prior to launch.

ASELSAN INFORMATION TECHNOLOGY/IT INTERN

AUGUST 2023 – SEPTEMBER 2023

- Gained hands-on experience in server-side technologies, including Node.js, by assisting in infrastructure improvements specifically for the Production department, optimizing operational workflows and system performance.
- Improved collaboration and communication by working directly with cross-functional teams to address the IT requirements of the Production department and streamline technology-related processes.
- Collaborated with senior technicians to optimize backend operations, contributing to measurable productivity improvements during the one-month internship.

HİLAL EĞİTİM TEKNOLOJİLERİ/WEB INTERN

JUNE 2023 – JULY 2023

- Achieved a 30% increase in page load speed by implementing front-end optimizations using HTML, CSS, and Bootstrap, ensuring a faster and more responsive platform.
- Collaborated with peers to identify and resolve 3 major usability issues on banaders.com, including improving navigation structure, enhancing mobile responsiveness, and optimizing loading speeds. These changes improved user satisfaction based on test feedback.
- Collaborated with cross-functional teams, including designers and developers, to resolve user experience challenges and ensure seamless functionality tailored to the needs of teachers and students.

EDUCATION

BACHELOR'S DEGREE IN COMPUTER ENGINEERING

BANDIRMA ONYEDİ EYLÜL UNIVERSITY, BANDIRMA BALIKESİR

JUNE 2019 – JULY 2024

GRADUATED AS VALEDICTORIAN

MEHMETCAN ESER

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SKILLS

Languages: JavaScript • TypeScript • Java • Python • Go

Frameworks & Libraries: React • React Native (Expo) • Spring • Hibernate • Express • Babel • Webpack • Ejs • Socket.io • Redux

Tools & Platforms: Git • Github • Docker • Vite.js • Next.js • Storybook

Soft Skills: Team Collaboration • Analytical Thinking • Process Optimization

COMPETITIONS

TUB – ALGORITHM HACKATHON

14 MAY 2022

Achieved a commendable 4th place ranking out of 18 competing teams in the Trakya Universities Association hackathon by showcasing algorithm development skills and presenting innovative solutions to complex challenges.

PROJECTS

SHAREZONE APP

OCTOBER 2024

- Designed and developed a modern social media mobile application in 12 weeks, incorporating features like post sharing, commenting, liking, notifications, and profile updates.
- Built the application using React Native (Expo) and TypeScript, with Supabase integrated for real-time database functionality and user authentication.
- Enforced coding standards using Git hooks with ESLint configurations while integrating Prettier into workflows, achieving a streamlined review process that decreased pull request turnaround times by an average of 2 days.

Github: github.com/mc-es/ShareZoneApp

CHATIRDEK APP

JUNE 2024

- Created as a capstone project, Chatirdek is a messaging application offering local message storage and end-to-end encryption for secure communication.
- Integrated Socket.io to enable real-time messaging, achieving an average latency of less than 400ms during tests with 10+ simultaneous users.
- Enhanced security by implementing RSA encryption, ensuring safe message storage and transfer with high-level cryptographic standards.

Github: github.com/mc-es/ChatirdekApp

JAVA ESSENTIALS

MARCH 2022

- Executed as part of a university-hosted event, this project aimed to teach fundamental and advanced Java concepts to peers, including Object-Oriented Programming, JDBC, and web development using Spring Framework and Hibernate.
- Delivered hands-on coding sessions and collaborative projects to over 20 participants, enhancing understanding of Java programming and real-world applications.
- Highlighted practical tools such as Spring Boot for web development and Maven for project management, focusing on building industry-relevant skills.

Github: github.com/mc-es/JavaEssentials