

Nihat Can Kafkas

Junior Full Stack Developer | Computer Engineer

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PROFESSIONAL SUMMARY

Computer Engineering graduate with hands-on experience in **full-stack web development, RESTful API development, database integration, and software engineering**. Completed an intensive Full Stack Developer training program and gained practical development experience through software internships. Experienced with **React, JavaScript, Node.js, ASP.NET, HTML, CSS, Microsoft SQL Server, and MySQL**.

Strong interest in building scalable and user-focused applications, with additional experience leading an independent game development team of 6–8 members. Combining technical skills with **problem-solving, teamwork, project coordination, and leadership abilities**.

TECHNICAL SKILLS

Front-End Development:

HTML5 • CSS3 • JavaScript • React

Back-End Development:

Node.js • ASP.NET • RESTful APIs

Programming Languages:

Java • Python • C

Databases:

Microsoft SQL Server • MySQL • Oracle

Development & Engineering Tools:

MathWorks

PROFESSIONAL EXPERIENCE

Software Development Intern — Eles Makina

July 2026 – August 2026

- Completed a software development internship from **20 July 2026 to 14 August 2026**.
- Gained practical experience within a professional software development and engineering environment.
- Supported software development activities and collaborated with team members throughout the development process.
- Developed an understanding of professional software development workflows, technical requirements, and implementation practices.

Full Stack Developer Training — Workintech

September 2025 – July 2026

- Completed an intensive full-stack development program covering **front-end and back-end development, database design, and RESTful APIs**.
- Developed responsive and component-based web applications using **HTML, CSS, JavaScript, and React**.
- Applied **state management, component reusability, and API integration** in web application development.
- Gained hands-on experience connecting front-end applications with back-end services.
- Worked with relational databases and developed an understanding of database design and integration.

Software Development Intern — Patasana

30 June 2025 – 28 July 2025

- Supported the development of web applications using **HTML, CSS, React, ASP.NET, and Microsoft SQL Server**.
- Developed and tested **RESTful APIs** to facilitate communication between front-end and back-end systems.
- Assisted in developing server-side logic and integrating databases with web applications.
- Optimized database queries to improve application performance.
- Documented technical features and code implementations to support future maintenance.

Game Director & Team Leader — Independent Game Development Project

July 2024 – Present

- Lead a multidisciplinary team of **6–8 university students** in the development of an independent game project.
- Coordinate project planning, task distribution, development progress, and team communication.
- Contribute directly to **game programming, level design, and technical implementation**.
- Coordinate creative team members responsible for **story development, environment design, artwork, and music**.
- Work closely with developers to structure gameplay systems and level design.
- Monitor project milestones and coordinate the technical and creative aspects of the project.

Pizza Chef — Domino's, Maltepe

July 2022 – October 2022

- Worked effectively in a fast-paced team environment while maintaining service quality.
- Developed strong **teamwork, time-management, communication, and problem-solving skills**.
- Provided customer service, handled inquiries, and resolved customer issues.
- Adapted quickly to changing priorities and high-pressure working conditions.

EDUCATION

B.Sc. in Computer Engineering — Graduated, Diploma Pending

Sep 2022 – 2026

İstanbul Ticaret University

50. Yıl Tahran Lisesi

2017 – 2021

LANGUAGES

English: C1 – Advanced
German: A1 – Beginner
Turkish: Native

PROJECT EXPERIENCE

Independent Game Development Project

Game Director & Team Leader | July 2024 – Present

Leading the development of an independent game project with a team of 6–8 university students. Responsible for project coordination, task management, technical development, programming, and level design while working closely with creative team members responsible for story, visual design, environment design, and music.

Key areas:

Game Development • Programming • Level Design • Team Leadership • Project Coordination • Creative & Technical Collaboration