Mutlu Can Ateş

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PROFESSIONAL SUMMARY

I am a software engineer with 3 years of experience in the software industry. My focus area for the past few years has been front-end development with React, utilizing TypeScript. I am also skilled in back-end development with Node.js and have experience using TypeScript in that context as well.

EXPERIENCE

Front End Engineer, Jotform   *Apr 2021 - Present*
- I took the lead in rebuilding our front-ends for Inbox, PDF Editor and Form Builder on every aspect. Leveraging technologies like JavaScript, React, Redux and Redux Saga to develop and optimize user interface, enhancing user experience and interface responsiveness
- Collaborated on the development of back-end services for authorizations and integrations, utilizing PHP with MySQL
- Mentored junior developers joining the team through pair and mob programming sessions. Worked closely with senior engineers to define roadmaps and prioritize features
- Performed robust security measures, including fixing injection flaws, strengthening authentication processes, and safeguarding against XSS and CSRF attacks
- I primarily worked on accessibility in Jotform's different products with accessibility specialists. It is complied with WCAG 2.2 and ARIA 1.2
- In every project, I worked in a cross-functional environment where I employ in-house developed best practices and collaborate with other engineers, designers, and product managers

Front End Developer Intern, Jotform   *Jan 2021 - Mar 2021*
- Developed an open source JavaScript library called Tagly which transforms input fields into tag components.
- Developed a resume generator application utilizing React and Jotform API

PROJECTS

Game Portal   live | *github*
- Utilized with Next.js. It uses Incremental Static Regeneration(ISR) which doesn't stop relying on dynamic content, as static content can also be dynamic. So that ISR allows apps to update existing pages by re-rendering them in the background as traffic comes in which makes apps very powerful
- Leveraged SWR library which is a remote data fetching library. Every fetch request is cached and it comes up-to-date again. It heavily takes advantage of static and dynamic web applications
- Complementary feature of Game Portal are infinite scrolling (IntersectionObserver API) and lazy loading library which makes the app more optimized
- Implemented client-side form validations with Formik library
- Implemented authentication and database service with Firebase
- Technologies used: React, Next.js, Firebase, Node.js

EDUCATION

Bachelor of Science - BS, Software Engineering, Atilim University   *2016 - 2021*
- GPA: 3.28/4.00

SKILLS

Languages: HTML, CSS, JavaScript, TypeScript
Technologies: React, Redux, Next.js, Gatsby, Node.js, Tailwind CSS, Storybook, Playwright, WebSocket, SQL, swr, npm, pnpm, webpack, ESLint