Bahattin Ercan — Computer Engineer

Backend & Full Stack Developer · Django/DRF · Node.js/Express · Flutter

Kütahya, Türkiye · open to remote (worldwide) and onsite/relocation in Türkiye · English C1 · available immediately

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SUMMARY

Computer engineer coding since 2019 with 4+ years of professional software development experience. I build REST APIs, JWT authentication, and role-based authorization systems with Django and Django REST Framework; service layers with Node.js/Express; and cross-platform iOS/Android apps from a single Flutter codebase. Experienced in PostgreSQL schema design, Sequelize migrations, Docker-containerized deployment, WebSocket-based real-time integrations, and online payment integrations with 3D Secure verification. English C1, available immediately.

TECHNICAL SKILLS

- **Backend:** Python, Django, Django REST Framework (DRF), Node.js, Express.js, PHP, REST API, JWT, role-based access control (RBAC), WebSocket
- **Payments:** Online payment gateway integration, 3D Secure (3DS) verification flow, virtual POS, refund/void flows
- **Languages:** TypeScript, JavaScript, Python, Dart, C#, PHP, C++, SQL
- **Databases:** PostgreSQL, SQLite, Sequelize, Firebase, relational schema design and migrations
- **Mobile:** Flutter, React Native, Provider, Fluro, GetIt, Dio, Google Maps, local notifications, iOS/Android publishing
- **Frontend:** React, Vite, Angular, responsive UI
- **Infrastructure & tools:** Docker, Git/GitHub, Linux, Raspberry Pi, REST integrations
- **Game:** Unity, C#, Unreal Engine, C++, AdMob, Unity Ads, level and gameplay design

EXPERIENCE

Tekniko Yazılım Çözümleri — Backend & Mobile Developer

17 Feb 2026 – 22 Sep 2026

- Built web platforms, backend services, and REST APIs with Django and Django REST Framework.
- Shipped cross-platform iOS/Android applications from a single Flutter codebase.
- Implemented data integration between web and mobile clients and the Django backend.

Turkish Armed Forces — Long-term military service

06 Feb 2025 – 06 Feb 2026

Atık Nakit — Full Stack Developer · Yenesse

2023 – 2024

- Built the Yenesse mobile app and web dashboard with Flutter, using a scalable modular architecture (Provider, Fluro, GetIt, Dio).
- Integrated Google Maps, Firebase, local notifications, and WebSocket channels to deliver real-time data flow.
- Built a REST API with Node.js and Express; implemented JWT authentication and role-based authorization.
- Designed the PostgreSQL schema; created models, migrations, and relations with Sequelize.
- Containerized the backend and database with Docker for portable deployment.
- Handled API-frontend integration, error handling, and performance optimization.

Çelikler Teknoloji A.Ş. — IoT & Mobile Developer · MatSmart Home

2022 – 2023

- Built real-time remote control and automation for an ozone air treatment device using Raspberry Pi, Node.js, and Flutter.
- Implemented live data tracking, status monitoring, and a secure communication layer in the mobile app.

- Designed the admin architecture for roles, permissions, and user states (Flutter mobile + web panels).
- Set up the PostgreSQL database for user and permission data.

Crayzlabs — Unity/C# Game Developer (publishing deal)

2022

- Developed hypercasual mobile games with Unity and C#, working on level design, game mechanics, controls, and physics systems.
- Integrated AdMob and Unity Ads monetization; optimized games through CPI testing and retention analysis.
- Took an active role in publishing, market testing, and release processes.

Cevizsoft Teknoloji A.Ş. — Software Engineering Intern

2021

- Supported corporate projects with native web, PHP, Angular, and Node.js.
- Worked across both frontend and backend, gaining full development-cycle experience.

SELECTED PROJECTS

russia-plague-website — TypeScript

github.com/bahattinercan/russia-plague-website

Live news monitoring site built on pluggable source adapters with normalization, dedupe, and event clustering; source-agnostic architecture.

Barber Shop — Flutter client + Node.js REST API

github.com/bahattinercan/barber_shops · github.com/bahattinercan/barber-shops-api

Flutter app for appointments and profiles; Node.js/Express REST API, PostgreSQL schema, and JWT role-based authorization.

E-Commerce Platform — React + Node.js

github.com/bahattinercan/e-commerce-frontend · github.com/bahattinercan/e-commerce-backend · github.com/bahattinercan/e-commerce-admin

Product listing, category filtering, cart and order flow; Node.js backend and admin panel.

Edusity — React + Vite learning platform

github.com/bahattinercan/edusity

Course listing, category filtering, and a user-friendly responsive interface.

Game portfolio — Unity/C#

github.com/bahattinercan?tab=repositories

15+ hypercasual, casual, and 2D prototypes: level design, game mechanics, physics systems, and UI.

CERTIFICATIONS

- UML and Object-Oriented Design Fundamentals — Karoly Nyisztor, 2023
- Unity Defense Game — Code Monkey, 2021
- Unreal Engine C++ Developer — Ben Tristem, GameDev.tv, 2020

EDUCATION

Dumlupınar University — BSc, Computer Engineering, 2019 – 2023 · GPA 3.05 / 4.00

LANGUAGES

Turkish (native) · English (C1)