



MEHMET ALİ AYRAN

Full Stack Developer · Software Engineer

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SUMMARY

Software Engineering graduate and aspiring Full Stack Developer focused on Node.js, Express, PostgreSQL and modern web technologies. Experienced in building and deploying full-stack web applications. Passionate about Unreal Engine 5 game development. Skilled in project management, risk analysis and cross-functional team coordination through academic training and professional internships.

WORK EXPERIENCE

Project Specialist Intern TNC Group / Human Ports · Belgrade, Serbia

Oct 2025 – Apr 2026

- Completed training in HR Management, Project Management, Company Law and Brand Design.
- Successfully completed all tasks; received two official reference letters from program directors.
- Hands-on experience in project planning, resource management, risk management and target audience analysis.

Software Engineering Intern Fil Filtre A.Ş. · İskenderun, Hatay

Sep 2025 – Jan 2026

- Assisted a Software Engineer in day-to-day development tasks and technical processes.
- Gained exposure to professional software development workflows and industry practices.
- Supported internal software operations and contributed to ongoing projects under supervision.

EDUCATION

BSc — Software Engineering İstanbul Nişantaşı University

Sep 2022 – Jan 2026

- Graduated | OOP, software architecture, application development. Core languages: Java, C++, Python, SQL.

Computer Engineering (Transferred) İstanbul Gelişim University

Sep 2020 – 2022

- Completed two years before transferring to Software Engineering program.

PROJECTS

GameLog — Full Stack Web Application

Live: gamelog-xc03.onrender.com / *GitHub:* github.com/mehmetaliayran/gamelog

- Node.js, Express, PostgreSQL, JavaScript. JWT auth, game library, ratings, reviews, leaderboard. Deployed on Render.

Portfolio Website — Full Stack with AI Assistant

Live: aliayran-portfolio.netlify.app / *GitHub:* github.com/mehmetaliayran/portfolio

- AI assistant (Anthropic API), bilingual EN/TR support, serverless backend via Netlify Functions.

Parkour Game — UE5, C++, Blueprint

- Third-person parkour platformer with custom character movement system. (Gameplay demo available)

Lane Rush (In Development) — UE5, C++, Blueprint

- Hyper-casual mobile endless runner with enemy system, skill mechanics and health system.

CERTIFICATIONS & COURSES

The Complete Full Stack Web Development Bootcamp — Udemy | In Progress

- HTML5, CSS3, JavaScript (ES6+), React.js, Node.js & Express.js, PostgreSQL, JWT auth, Git & Deployment

Project Specialist Training Program — Certificate of Participation — TNC Group / Human Ports, Belgrade, Serbia, 2026

Python & Programming — Django, Web Development, Data Analysis — Udemy | Expected Q4 2026

- Topics: Django, Pandas, NumPy, Selenium, Web Scraping.

Unreal Engine 5 C++ Developer — Learn C++ & Make Video Games — Udemy — Ben Tristem | Expected Q4 2026

Reference Letters (x2) — TNC Group / Human Ports, Belgrade, 2026. Issued by HR Specialist and Chairman of the Board. (Available upon request)

ADDITIONAL INFORMATION

Technical Skills: Node.js, Express.js, JavaScript (ES6+), React (learning), PostgreSQL, HTML / CSS, Python, Unreal Engine 5, C++, Git, Microsoft Office Tools

Languages: Turkish (Native), English (B2), French (A1)