

Ender Aygün

Software & Technology Developer

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Bandırma, Balıkesir, Türkiye



PROFILE

I am a curious, versatile developer working across a wide range of computing and technology. I build independently in software development, game development, embedded systems where hardware meets software, game localization, and small tools that make everyday life easier. Any field that involves a computer becomes ground for learning and making something. Professionally, I built enterprise-grade ERP, CRM and operations management modules on Bubble.io, and gained extensive experience with REST API integrations, mobile app connections, custom JavaScript plugins and webhook management. I prioritize aligning technical decisions with business goals and designing systems with the long term in mind.

EXPERIENCE

2024 – 2026

Flowick Teknoloji Hizmetleri A.Ş.

Software Developer

- Extended the existing no-code platform with JavaScript, REST APIs and custom integrations, turning it into a modular, maintainable structure.
- Designed and delivered, end to end, all of the company's mobile app connections and third-party API integrations.
- Played an active role in building a backend architecture that runs the workflows of multiple departments consistently on a single system.
- Contributed to an extensible software foundation where new modules can be added quickly without breaking existing ones.

Modules I Shipped to Production

- Help & Support (customer → company) | Reminder and Notification Management
- OKR (Objectives and Key Results tracking)
- Production Management and all MRP modules
- Training Management | Logistics Management

2023 – 2024

English Of London

Education Consultant

- Ran the language school's administrative and digital processes (student enrollment, front-desk calls, guidance) smoothly.
- Taught A1–A2 level classes as a substitute teacher when needed.
- Managed the school's Instagram content planning, post design and publishing, increasing its digital visibility.

2022 – 2023

Leon Bilişim

Technical Service Assistant

- Supported on-site technical operations such as OS reinstalls, camera system installation and basic electrical work.
- Gained hands-on hardware and field experience and observed technical troubleshooting up close.

PERSONAL PROJECTS & INTERESTS

Outside my professional work, I actively build things in my own areas of interest:

- Game Development: I develop 2D/3D games with Unity (C#) and can run the whole process independently, from mechanic design to scene setup.
- Game Localization: I make Turkish translation patches for foreign-language games, handling text extraction, translation, font adaptation and re-injection end to end.
- Arduino & Embedded Systems: In Arduino-based projects I work on sensor integration, circuit design and firmware development in C/C++.
- Tools & Automation: I build small software tools and automation scripts that make daily life easier, and enjoy bringing new technologies and AI tools into them.

EDUCATION

2022 – 2024	Associate Degree — Computer Programming <i>Beykoz University</i>
2018 – 2021	Database Programming <i>75. Yıl DMO Vocational and Technical Anatolian High School</i>

REFERENCES

Barbaros Özdemir
CEO, MetaGuard
Contact details available on request.