



Portfolio overview

● Open to full-time roles

Uğurcan Eser

Full-Stack Software Engineer

With 7+ years of experience, I build and ship web, mobile, AI-powered, real-time and IoT systems, from first prototype to App Store release and cloud deployment.

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🌐 linkedin.com/in/ugurcaneser 🐙 github.com/ugurcaneser

📁 Selected work

Products I designed and built on my own, from the first commit to the store listing.



Budgetory

A multi-currency personal finance app for iPhone and Android

📱 iOS & Android app

👤 Role Solo developer

✓ Status Live on the App Store for iPhone; new iOS and Android versions in review

☆ Income, expenses, budgets, savings goals, accounts, recurring transactions, credit cards with installments and holdings such as gold and foreign currency

☆ Offline first: idempotent writes and client-generated IDs, so the app stays usable without a connection

☆ Home-screen widget with a safe-to-spend forecast, fed by a shared snapshot with no network calls

☆ Custom Swift and Kotlin modules, over-the-air JavaScript updates, six languages, full accessibility support

[React Native](#)[Expo](#)[TypeScript](#)[FastAPI](#)[PostgreSQL](#)[!\[\]\(339a16584d5da0f0a3ca4e9ec17bf6a1_img.jpg\) App Store](#)[!\[\]\(a870788d6ed9b8fd294b7654a8c8526b_img.jpg\) Project page](#)

Stamp

A desktop app for Linux, macOS and Windows that formats SD cards as FAT32 at any size and loads a zip onto them

[!\[\]\(c50c8b7b2cc2cf9ff925edec0ee94c0d_img.jpg\) Desktop app](#)

 **Role** Solo developer

✓ **Status** Open source under the MIT license; releases for Linux, macOS and Windows

☆ Formats as FAT32 at any size, which the stock formatters refuse above 32 GB, then copies a zip onto the card

☆ Three native apps: GTK4 and libadwaita on Linux, SwiftUI on macOS, WPF on Windows, sharing one UI-free core per platform

☆ Safety first: the system disk can never be selected, every step is logged and the zip is checked before anything is erased

☆ On Windows the FAT32 structures are written by hand; 158 tests across the three apps, packages built in CI

[Python](#)[GTK4](#)[SwiftUI](#)[C#](#)[WPF](#)[!\[\]\(f507db636256ac11a5525ef93ec6b8d7_img.jpg\) GitHub](#)[!\[\]\(a8ff699ced33317c53c86f9bf3171905_img.jpg\) Releases](#)[!\[\]\(066cb4a00c9d9f40edb6f87372ec6f08_img.jpg\) Project page](#)

Scrap Baron

A pixel-art scrapyard tycoon game for phones and the browser

[!\[\]\(b78e2d0769ad682766c36e077fde3d60_img.jpg\) Game](#)

 **Role** Solo developer

✓ **Status** Playable in the browser now; iOS and Android versions being prepared for release

☆ A day in four phases: set prices, weigh and haggle at the scale, sell to wholesalers, read the report; catch fraud with a magnet or by tipping the sack

☆ Three tiers from a neighbourhood yard to a recycling plant, 25 achievements, 18 cosmetics and an endless mode

☆ No game engine: Canvas 2D at integer scale, all art painted in code, synthesized Web Audio, about 160 KB gzipped

- ☆ Deterministic, seeded simulation with exact save restore; about 330 unit tests and 28 end-to-end tests

[TypeScript](#)[Canvas 2D](#)[Capacitor](#)[PWA](#)[Web Audio](#)[↗ Play in browser](#)[📄 Project page](#)

Pizza Assassin

A comedic pixel-art stealth platformer for iPhone and Android

[📁 Game](#)

👤 Role Solo developer ✓ Status Being prepared for release on the App Store and Google Play

- ☆ 40 levels across 6 worlds: guards patrol, investigate and chase; lure them with a slice, hide under a pizza box or turn off the lights

- ☆ Three stars per delivery, 120 hidden toppings, ghost runs, outfits, 18 achievements and leaderboards on Game Center and Play Games

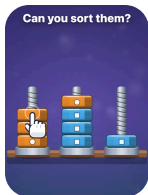
- ☆ Levels are ASCII maps and the pixel art and chiptunes are generated by scripts; game logic runs without the scene tree

- ☆ 371 unit tests, 18 scripted playthroughs and store automation for six languages

[Godot 4](#)[GDScript](#)[Pixel art](#)[iOS](#)[Android](#)[↗ Website](#)[📄 Project page](#)

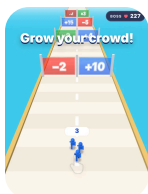
🎮 Playables

Small browser games set in Istanbul and playable ads built for ad networks. All of them run on this site.



Nut Sort

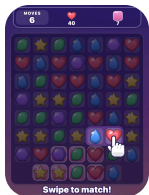
Playable ad · v0.1

[▶ Play](#)

Crowd Runner

Playable ad · v0.1

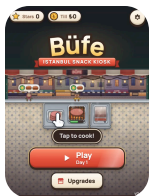
[▶ Play](#)



Gem Burst

Playable ad · v0.1

▶ Play



Büfe

Kiosk sim · v0.2

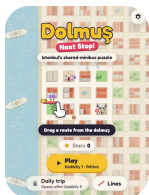
▶ Play



Hamal: Don't Drop It!

Balance · v0.3

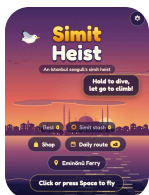
▶ Play



Dolmuş: Next Stop!

Puzzle · v0.4

▶ Play



Simit Heist

Arcade · v0.4

▶ Play

Experience



Yeterly AI

 Feb 2025 – May 2026

Software Engineer · Istanbul

Built production web and mobile apps with React, Next.js, React Native and FastAPI; took them through App Store and Google Play release, integrated LLM features, and built Unreal Engine 5 simulations on AWS and Azure.



Odine Solutions

Feb 2025 – May 2026

Software Engineer · Client assignment · Istanbul

Embedded on an industrial IoT project: real-time Digital Twin interfaces that visualize live telemetry, plus browser-based simulation tools driven by streaming data.



Vorforge

Jan 2023 – Feb 2025

Software Engineer

Developed automation system software in Python and TypeScript, built IoT device software on Raspberry Pi and ESP32, and wrote embedded C for ESP32 microcontrollers with a focus on stability and maintainability.



Upwork

Jan 2020 – Jan 2023

Freelance Software Engineer · Top Rated · Remote

Delivered production web and mobile apps for international clients with React, React Native and TypeScript; earned Top Rated status and repeat work, largely through referrals.



Game Studio (NDA)

Jan 2020 – Jan 2022

Game Developer · Remote

Developed browser games with HTML5, Phaser.js and PixiJS: gameplay systems, animation and asset pipelines for web delivery.



Playable Factory

Apr 2019 – Jan 2020

Game Developer · Istanbul

Built playable ads with Phaser.js for mobile ad networks, turning brand briefs into interactive creatives with design and marketing teams.



Education



M.Sc. Computational Science & Engineering

2018 – Present

Istanbul Technical University

Parallel computing, machine learning, numerical methods and scientific computing. Studies interrupted; resumed in 2026.



Research Project

📅 2018 – 2019

Istanbul Technical University

Developed and evaluated machine-learning methods for molecular-scale quantum calculations with NumPy, SciPy and Pandas.



Research Project

📅 2015 – 2016

Mimar Sinan Fine Arts University

Contributed to a TÜBİTAK-supported academic software project under faculty supervision and received a project scholarship.



B.Sc. Mathematics

📅 2012 – 2016

Mimar Sinan Fine Arts University · TÜBİTAK scholar

Focused on artificial neural networks, game theory and the mathematics behind computer science.

Skills

CORE STACK



React Web & mobile UI



Next.js React framework



TypeScript Typed JavaScript



Python Backend & data



FastAPI API framework



PyTorch Machine learning



Three.js 3D on the web



Unreal Engine 5 Real-time 3D

ALSO

React Native

AWS

Azure

Firebase

LLM integrations

C

ESP32

Raspberry Pi

Phaser

PixiJS

TensorFlow

Flutter

SwiftUI

Node.js