

HAZIM ALPER ATA

Front-end and mobile developer with 5+ years of experience building scalable web applications and shipping full product suites in startup environments. Proficient in React, Next.js, and TypeScript, with hands-on experience taking products from zero to production — including iOS and Android mobile apps published to both app stores. Comfortable owning technical roadmaps independently and thriving in small, fast-moving teams.

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EDUCATION

Izmir Institute of Technology

B.Sc. Computer Engineering

GPA: 2.98 / 4.00 · Honour Certificates 2021 & 2022

Izmir, Turkey

09/2018 – 02/2024

Gazi Anatolian High School

High School Diploma

GPA: 87.80 / 100

Osmangazi, Bursa, Turkey

08/2014 – 06/2018

EXPERIENCE

1like

Solo Front-End & Mobile Developer

Turkey

11/2021 – 12/2025

- Served as the sole front-end developer in a 4-person startup (2 backend engineers + CEO/product owner), independently architecting and shipping the entire front-end suite from scratch — Seller Panel, Admin Panel, Landing Page, and URL Shortener — rebuilt twice following full project resets; platform reached +900 users, +35 active sellers, and +125 listed products on the first month.
- Built Seller Panel and Admin Panel using Next.js (Pages Router) with TypeScript; Landing Page with Next.js App Router — all containerized with Docker and deployed via GitHub Actions CI/CD pipelines, including authoring Dockerfiles and resolving deployment issues.
- Implemented advanced UI components across platforms including drag-and-drop, map integrations, and data tables using TanStack Table, TanStack Query, Axios, TailwindCSS and SCSS.
- Designed and developed iOS and Android mobile application from scratch using Expo and React Native — self-taught mobile development end-to-end; managed EAS Build pipeline, App Store and Google Play publishing, certificate management, review processes, and universal linking; achieved 500+ downloads on Google Play Store.
- Engineered an internal SVG icon library packaged as a private npm package using SVGR, enabling consistent icon management and reuse across all platforms without relying on paid npm private registry.
- Built a transactional email template system using React Email, producing production-ready HTML outputs consumed directly by the backend team.
- Developed 1lk.app, an internal URL shortener for link management and redirect tracking.
- Implemented multi-market internationalization (i18n) architecture to support expansion into new regions.
- Defined front-end technical roadmap and made key architectural decisions as the sole front-end voice across the entire product suite.

Baykar Makine

Web Software Technologies Intern

Istanbul, Turkey

08/2023 – 10/2023

- Built an internal video-based employee education platform from scratch using Django, HTML, JavaScript, CSS, and Zoom API — featuring real-time active-speaker UI with dynamic camera feeds and visual highlighting frames, creating a Teams-like experience.
- Diagnosed and resolved UI/UX and functional bugs across existing internal web projects, improving usability and accessibility.
- Contributed to back-end development with Django and optimized database queries for more reliable data handling.

Inovathings

Front-End Developer

Remote

04/2020 – 04/2021

- Designed and developed 5–7 corporate websites for clients using React and CSS while studying full-time at university.
- Optimized front-end code for performance and rendering efficiency across client projects.

PROJECTS

react-window-modals — React · TypeScript · Vite · Tsup · NPM

Open-source headless React library for creating draggable, resizable, and context-managed window modals. Fully decoupled from any UI framework; published on NPM with a peak of 388 weekly downloads.

DUHA Architects Website — Next.js · TypeScript · TailwindCSS · next-intl

Multilingual portfolio website for an architectural studio with visual hierarchy, smooth interactions, and performance optimization for large media assets.

Interactive 3D Experience — Three.js · Next.js · TypeScript · GLSL

A fully custom 3D experience built for a personal website's /earth page: a photorealistic Earth with multi-layer textures (specular, bump, cloud, city lights), an animated black hole loaded from a GLTF model, a procedurally generated 2,000-star field, and a camera animation that pulls the viewer into the black hole over 40 seconds — accompanied by background audio. Implemented a custom Fresnel GLSL shader (vertex + fragment) for the atmospheric glow effect, and a post-processing pipeline using UnrealBloomPass and EffectComposer.

alpsell — C · Unix Systems Programming

A custom Unix shell built from scratch in C, implementing core shell features including command execution, pipe chaining, and background process management.

LEADERSHIP & ACTIVITIES

Software Development Club, Izmir Institute of Technology

Izmir, Turkey

Member

2018 – 2024

- Participated in Python programming training workshops organized by the club.

Robotics Club, Izmir Institute of Technology

Izmir, Turkey

Member

2018 – 2024

- Designed and built an obstacle-avoidance autonomous vehicle using Arduino as a hands-on hardware and embedded systems project.

SKILLS & INTERESTS

Technical: TypeScript, JavaScript, React, Next.js, React Native, Expo, Node.js, Express.js, Electron.js, CSS/SASS/SCSS, TailwindCSS, HTML, Go (learning)

Databases & Tools: MySQL, Docker, Git, Postman

Libraries: Redux, TanStack Query, Axios, Framer Motion, Three.js, react-window-modals

Concepts: REST API, SSR / CSR / SSG, Authentication, i18n, SEO, Core Web Vitals, Caching, Virtualization, GLSL Shaders, Post-Processing Pipelines

Testing: Jest, Maestro

Game Development: Godot (learning)

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