

BERKANT KARAKAYIŞ

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Summary

Full-Stack Developer with 4+ years of experience, the last 2 of them in **iGaming**. Most of my work is on the frontend with **React, TypeScript, Next.js, Redux Toolkit** and **Tailwind CSS**, and I also build backend services with **Node.js (Fastify, Express), WebSocket, Redis** and **MongoDB**. At Pixupplay I worked on a game engine used by more than 70 casino games, on multiplayer game servers and on a live sports graphics platform. I have worked with **microservices** (gRPC, Kafka, RabbitMQ) and build mobile apps with **React Native** and **Swift**. I enjoy building products that can be configured for different brands and that keep working when the connection is unstable.

Experience

Full Stack Developer Pixupplay

12/2024 to Current
Malta (Remote)

Shared HTML5 Canvas game engine: Built and maintain the shared engine that more than 70 production casino games run on. Rendering, animation, asset loading, sound and UI state are split into reusable modules, so a new game is mostly configuration instead of new code. Implemented provably fair RNG (HMAC-SHA256 with seed and nonce) so players can verify each result, and configurable RTP math so the payout of each game can be tuned.

Multiplayer game servers: Responsible for the real-time multiplayer game servers written in Node.js and WebSocket. The server decides the game state instead of the client, which stops players from changing results on their side. If a player's connection drops, they can reconnect and continue the same round. Wallet settlement is idempotent, so a retried request never charges or pays out twice.

LiveTracker: Designed LiveTracker, a platform that shows live match graphics on TV broadcasts for 6 sports. Match events reach the on-screen overlays through socket.io, and Redis pub/sub shares them between server instances. After a disconnect, the graphics reconnect and catch up in about 1 second.

Microservices casino platform: Worked on services in a multi-brand casino platform. Requests pass through a Fastify API gateway, services talk to each other over gRPC, and events move through Kafka and RabbitMQ. Also worked on ClickHouse analytics, login security with JWT, OAuth 2.0 and 2FA, and Docker based deployments.

Multi-brand frontends: Built a match-tracking product from start to finish. Built React and TypeScript interfaces where each brand gets its own theme, content and features from configuration, with role-based access for operators and admins. Used Redux Toolkit and TanStack Query for state, i18next for translations and framer-motion for animations.

Built Websites & Admin Panels on a Headless CMS: Delivered multiple websites and admin panels backed by a centralized Strapi CMS, giving non-technical teams control over content and brand configuration without code changes or redeployments.

Deployment and API documentation: Deploy Node.js services with Docker, nginx and PM2 using CI/CD pipelines on GitHub Actions. Document APIs with Swagger (OpenAPI) so frontend and backend work can move in parallel, and write component tests with React Testing Library.

Front End Developer Nevera Tech

01/2024 to 12/2024
Istanbul, Türkiye (Hybrid)

Delivered Responsive, High-Performance Web Applications: Built and maintained customer-facing web applications with React, Next.js, TypeScript and Tailwind CSS in close collaboration with design and product teams, reducing unnecessary HTTP requests and improving client-side rendering efficiency.

Standardized Reusable Components & Layout Patterns: Consolidated duplicated UI into a shared set of reusable components and layout patterns, accelerating feature delivery and making the user experience consistent across products.

Developed Cross-Platform Mobile Apps: Took part in building React Native (Expo) mobile applications for multiple clients across diverse categories, taking them from concept through to store release.

Built Responsive Interfaces While Completing My Degree: Implemented responsive, cross-browser interfaces from design mockups alongside UX/UI teams, working in production React/TypeScript codebases and growing from UI implementation to owning complete features.

Personal Projects

Websites: Designed and built a variety of websites from landing pages and portfolios to content-driven sites with React, Next.js and Tailwind CSS, focusing on responsive layouts, fast load times and clean, maintainable code.

Native iOS Apps (Swift / SwiftUI): Built several native iOS applications with Swift and SwiftUI, handling UI design, navigation, state management and testing in the iOS Simulator, complementing my cross-platform React Native experience.

Education

ASSOCIATE'S DEGREE, COMPUTER PROGRAMMING

Namık Kemal University

2021-2023

Tekirdağ, Türkiye

CERTIFICATES

Full-Stack Development Bootcamp (Techcareer.net) · Complete Web Development Bootcamp (Udemy) · Cyber Security (Cisco Networking Academy) · Intro to AI & Algorithms (BTK Akademi)

Skills

- **Languages & Frameworks:** TypeScript, JavaScript (ES6+), React.js, Next.js, Node.js, Fastify, Express.js, React Native, Swift / SwiftUI
- **Frontend & Styling:** Redux Toolkit, TanStack Query, Tailwind CSS, Material UI, framer-motion, i18next, Vite, Webpack, HTML5, CSS3, Web Performance Optimization
- **Real-Time & Games:** WebSocket, socket.io, Redis Pub/Sub, HTML5 Canvas, Three.js / WebGL, Lottie, Provably-Fair RNG (HMAC-SHA256), RTP / Game Math
- **Backend & APIs:** RESTful API Design, gRPC, OpenAPI/Swagger, JWT, OAuth 2.0, 2FA, Role-Based Access Control, Strapi CMS
- **Messaging & Data:** Kafka, RabbitMQ, Redis, MongoDB, ClickHouse
- **Mobile:** React Native (Expo, Expo Router, Reanimated), Swift / SwiftUI (native iOS)
- **DevOps & Quality:** Docker, nginx, PM2, CI/CD (GitHub Actions), Git (GitHub / GitLab), node:test, React Testing Library, Clean Architecture, Agile

Websites, Portfolios, Profiles

berkant.vercel.app | github.com/berkantkarakayis | linkedin.com/in/berkant-karakayis

Languages

Turkish - Native | English - Upper-Intermediate (B2 spoken, B1–B2 overall)