

Berkay Arda Yıldız

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Profile

Software Engineer and Frontend Developer at Twin Science with 3+ years of experience specializing in Angular and React/Next.js. Former Game Developer (6 published games) and Microsoft Imagineer. Committed to purpose-driven tech and social impact, actively volunteering with YGA to lead science and AI workshops for children in the 2023 earthquake zones.

Education

Istanbul Aydın University | Istanbul, Turkey

B.S. in Software Engineering | 2020 – 2024

Yeditepe University | Istanbul, Turkey

English Preparatory Program (C1 Level) | 2019 – 2020

Erasmus+ | Lisbon, Portugal

Cultural Introduction Program | Oct 2018 – Nov 2018

Work Experience

Front-End: Twin Science / September 2023 - Present

- **AI & Prompt Engineering:** Engineered an AI-powered content editor and developed custom Node.js prompt engineering workflows for text analysis and automated document generation.
- **Architecture & Migration:** Spearheaded the migration of a legacy Angular 8 project to a modern React architecture, establishing reusable UI components and a highly scalable modular design.
- **Performance Optimization:** Managed frontend architecture across 5+ concurrent projects. Notably accelerated app.twinscience.com by over 65% on Google PageSpeed Insights through advanced RxJS/NgRx state management and Angular rendering optimizations.
- **Product Development:** Constructed and maintained interactive components for code.twinscience (a Scratch-based educational platform) and enhanced the corporate WordPress site for SEO and responsiveness.
- **Code Quality & Collaboration:** Ensured system stability through active Sentry monitoring, drove API integrations with the backend team, and fostered clean code practices through rigorous code reviews.

Frontend Intern: Twin Science / July 2023 - September 2023

Software Engineer Intern: Beylikdüzü Municipality / May 2023

Junior Game Developer: Servo Studios / June 2022 - February 2023

- Spearheaded the full lifecycle development of 5 mobile games using Unity and C#, shipping titles within strict 1-month deadlines as the sole developer and product manager.

IMAGINER Student Ambassador: Microsoft / November 2022 - June 2023

Skills

- Languages: TypeScript, JavaScript, Java, Python, C#, C/C++, SQL
- Frontend Ecosystem: Angular, React, Next.js, React Native, HTML/CSS, Tailwind CSS, RxJS, NgRx
- Backend & Databases: Node.js, Express.js, MongoDB, Redis, Socket.IO
- Tools & Technologies: Unity, Git, OpenAI (Prompt Engineering), WordPress, Cursor, Amplitude, Photoshop

Languages

- English – C1 (Advanced)
- German – A2 (Beginner)
- Spanish – A1 (Beginner)

Projects

Cinekhholm | 2025 - Present

- AI-powered movie tracking and discovery with multi-dimensional taste profiles, recommendations, and social features (PWA-ready web app).
- **Angular** (TypeScript), **SSR** with Express, **Angular Material**, **Tailwind CSS**, **i18n** (ngx-translate), **Socket.IO** client, charts and analytics (e.g. Amplitude).
- Node.js / Express API, MongoDB (Mongoose), Redis + BullMQ, Socket.IO, JWT auth, OpenAI integration, email and media processing (e.g. Sharp, Multer).

benibilgilendir.com | 2025

- Architected an computerized email notification system fetching real-time data from AFAD for earthquakes (Magnitude 3.5+) within a 200km radius of Istanbul.
- Engineered a highly available Node.js backend processing real-time AFAD data every 5 minutes, ensuring 100% email delivery success and 99.9% uptime during periods of heavy official server downtime.
- Technologies Used: React, Node.js

Noova 212 | 2023

- Delivered a fully responsive corporate website for an architecture firm, achieving outstanding Google Lighthouse scores of 95 in Desktop Performance, 96 in Best Practices, and 91 in SEO.
- Technologies Used: Javascript, Css, Html

Just Jumping Forever | Google Play Store

- Crafted and Shipped a 2D mobile game on Google Play, reaching 5000+ organic downloads and maintaining a 4.9/5 average user rating.

Jump Forever (Unity Game Jam | 4th/28)

- Ranked #4 Overall and secured #3 in User Experience (UX) out of dozens of entries in a competitive Unity Game Jam, based on 21 peer reviews.
- Designed engaging core mechanics and accelerated aesthetics, achieving a solid 4.09/5 score in both UX and Visual Design categories.

5 Released Mobile Games (Servo Studios) | Unity, C#

Titles: Yummy Road, Auto Click Battle, Last Glider, Parking Stars, Rising Of Flappies

Acted as the sole developer and product manager to design, program, and ship 5 distinct mobile games entirely from scratch.

- Executed rapid 30-day development cycles per game, taking full ownership of game design, technical implementation, and store deployment.