

# Yiğit LEBLEBİCİER

Computer engineer with hands-on experience in backend systems, custom HTTP servers, and infrastructure tooling.

## Education

- 2021–2025 **B.Sc. Computer Engineering**, *Isparta Uygulamalı Bilimler Üniversitesi*, Isparta, Turkey  
2020–2021 **B.Sc. Computer Engineering**, *Kırşehir Ahi Evran Üniversitesi*, Kırşehir, Turkey

## Skills

- Languages Zig, C++, C#, TypeScript, Python, Dart  
Domains Back-end systems, system-design, low-level programming

## Experience

- 2024–2025 **Part-Time Back-end Developer (14 Months)**, *Kafkal Yazılım*, İstanbul, Turkey  
Maintained and extended backend services for multiple SaaS platforms using TypeScript (NestJS, Express). Designed scalable REST endpoints and business logic for admin/user panels. Managed session data with Redis and contributed to server-side rendering with Next.js. Refactored legacy routes for improved modularity and response efficiency.
- 2022 **Intern (3 Months)**, *KMA Savunma ve Yazılım*, Isparta, Turkey  
Sole backend developer responsible for designing and implementing the API layer using Python (FastAPI). Built authentication endpoints, database models, and full CRUD logic. Integrated Firebase services and deployed production-ready backend. Collaborated directly with clients to align system design with business needs.

## Projects

- 2025 **Zeedle**, *Compile-time DI Server Kit*, Zig 0.14.1  
Server kit that is designed for modular, minimal heap allocation, platform mocking, and protocol validation. Runs in single-threaded controlled infra. Work-in-progress prototype.
- 2025 **SEWS**, *Standalone HTTP Server*, C++ 14+  
HTTP/1.1 server with trie-based routing, epoll-based async loop, and TLS (OpenSSL 2.4.1). Built using GCC 14.2.1, Clang 19.17+, and CMake 3.10+. Supports Inja templates, Nlohmann JSON, and fmt. Linux-only.
- 2024 **Scrummy**, *Scrum Poker API*, TypeScript  
Team story-point estimation API built with NestJS 10.0.0 and ioredis 2.0.2. Handles session and vote logic.
- 2024 **PeerConn**, *P2P Messaging/Desktop App*, Python 3.10  
Built with PyQt 5.15.10 and Twisted 24.3.0. Uses end-to-end TCP socket communication over IPv4, encrypted with OpenSSL. Packaged using PyInstaller 6.13.0. Windows-only.
- 2024 **Regression UI**, *Local User Interface Server*, Python 3.10  
Built with Flask 3.0.3. Local server providing a UI for selecting .pkl models, training, and making predictions based on user input. Windows-only.
- 2023 **Price Tracker**, *Mobile Application*, Dart  
Mobile app built with Flutter SDK 3.10. Tracks product prices using Sembast 3.5.0. Features barcode scanning, searchable history, graphical price tracking, theme switching, and Turkish-English localization.

- 2022 **Iyaş API**, *Esnaf Cebinde Project*, Python 3.10  
RESTful API built using FastAPI 1.79. Firebase integrated. Supports full CRUD and DB-to-DB synchronization. Includes dynamic product categories based on Excel.
- 2022 **Shachi**, *Experimental 2D Game Engine*, C++  
Built from scratch using C++. Includes ECS architecture, real-time game loop, physics (Box2D), and rendering system (SDL2). Focuses on data-driven design and component-based architecture.
- 2018 **Sanbetik**, *First Self-Initiated Console Project*, C++  
My first programming project, built without prior education or experience. Console-based tool for performing math operations like trigonometric calculations on user-defined triangles.