

Berkay Bayar

Full Stack Software Engineer · C# / .NET · TypeScript / React

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PROFESSIONAL SUMMARY

Full Stack Software Engineer with a strong focus on C#, .NET, TypeScript, and React. Experienced in building and scaling backend APIs that successfully handle over 12,000 active users and 20M+ monthly requests. Dedicated to optimizing database performance, developing intuitive custom dashboards, and setting up CI/CD pipelines that make development teams faster and more efficient.

SKILLS

Languages: C#, TypeScript, T-SQL, PostgreSQL

Frameworks: .NET 8+, ASP.NET Core, EF Core, WPF, React.js, Next.js

Architecture: REST APIs, Microservices, Clean Architecture, CQRS

Infrastructure: Docker, Redis, RabbitMQ, Hangfire, GitHub Actions, Cloudflare

EXPERIENCE

Backend Software Engineer

2022 – 2025

MoonryseGames · Remote

- Built core backend APIs (.NET / PostgreSQL) and a Next.js website deployed via Cloudflare, scaling the systems to support 12,000+ users and 20M+ monthly requests.
- Developed a custom WPF game launcher featuring CDN-based installations and auto-repair, which significantly reduced player-reported install errors.
- Created a searchable game database by extracting and indexing binary assets, giving players direct access to item data and cutting down on support tickets.
- Set up CI/CD pipelines using GitHub Actions to cut down on manual release tasks for our backend APIs and internal tools.
- Optimized legacy database schemas and SQL queries, which improved our dashboard API response times by over 60%.
- Built custom React dashboards and .NET CLI automation tools that sped up API testing and game server development cycles.

OPEN SOURCE PROJECTS

[BrightSync](#)

C# · .NET · WPF · DDC/CI

- Built a Windows desktop app that keeps DDC/CI-compatible monitors synchronized through one global brightness value, improving multi-monitor control with a simple native workflow.

[BitPack](#)

C# · .NET · Native AOT · Serialization

- Developed a high-performance bit-level serialization library focused on zero allocations, Native AOT compatibility, and efficient binary packing for performance-sensitive .NET applications.

[lazytools.dev](#)

TypeScript · Web · Desktop · Privacy-first Tools

- Created a privacy-first toolkit for everyday developer workflows, designed to run browser-side and offline so common utilities do not require accounts, servers, or data uploads.

[TrendyolClient.Sharp](#)

C# · .NET · Refit · Marketplace APIs

- Published a type-safe .NET client for the Trendyol API, simplifying marketplace integrations with strongly typed request models and Refit-based HTTP abstractions.

EDUCATION

BSc Computer Engineering

2021 – Present

Konya Technical University

Associate Degree, Computer Programming

2019 – 2021

Kocaeli University