



MUSTAFA AKBAŞ

Full Stack Developer | Game Dev | AI Engineer

CONTACT

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WEB

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GITHUB

github.com/makbash

LOCATION

Istanbul, Turkey

SKILLS

Backend

NodeJS · PHP · Python · C++ · FastAPI

Frontend

React · TypeScript · JavaScript · Angular

Database

PostgreSQL · MySQL · MongoDB · Redis

AI / ML

PyTorch · HuggingFace · Stable Diffusion · ControlNet

Game Dev

UE5 · C++ · Blueprint · Niagara

LANGUAGES

Turkish (Native)



English (Intermediate)



Professional software developer since 2010. Started with Java, then expanded to PHP, NodeJS and ReactJS. Beyond web development, I work on game development with C++ and Unreal Engine, as well as AI projects using Python and PyTorch.

WORK EXPERIENCE

Software Developer

Jan 2022 - Present

Icrypex Bilisim A.S. - Istanbul - Full Stack

- Cryptocurrency exchange backend and frontend development
- Scalable systems with React, NodeJS and microservice architecture
- REST API design, database optimization and performance improvements

Software Developer

Dec 2017 - Jan 2022

Digidea Digital - Istanbul - Full Stack

- Enterprise web applications and e-commerce platform development
- Multi-project management with PHP, NodeJS, React and Angular

Software Developer / Founder

Apr 2015 - Dec 2017

Avrasya Digital - Istanbul - Full Stack

- Digital agency setup and end-to-end client project management
- Web application development, SEO and digital marketing solutions

Software Developer

Oct 2010 - Mar 2014

BRD - Istanbul - Full Stack

- Enterprise software development with Java and PHP
- Database design and system integrations

PERSONAL PROJECTS

Maystro - Generative AI Creative Platform

AI-powered image and video generation platform

Technologies: Python, FastAPI, React, TypeScript, PostgreSQL, SQLAlchemy, PyTorch, Diffusers, HuggingFace, Stable Diffusion, ControlNet, LoRA, Docker

Features: AI image generation, inpainting/outpainting, node-based workflow editor (104+ nodes), video studio, character studio, multi-user support

SurvivalCraft - Multiplayer Survival Game

Multiplayer survival game built with Unreal Engine 5.6

Technologies: C++, Unreal Engine 5.6, Blueprint, Steam Multiplayer (AdvancedSessions), Niagara VFX

Features: Building system, inventory and crafting, combat system (melee/ranged), animal taming and riding, dynamic weather/season system, tribe system, save/load, FPS/TPS camera

EDUCATION

Software Engineering

2022 - 2026

Netkent Mediterranean Research and Science University

Computer Programming

2008 - 2010

Gaziosmanpasa University, Tokat

Forest Engineering

2004 - 2008

Istanbul University