Recep Şen
Technical Lead @Taptoweb

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Summary

Experienced Technical Lead with a strong background in software development since 2015. Currently leading technical initiatives at Taptoweb, specializing in microservices architecture, cloud technologies, and AI-powered solutions. Expert in .NET ecosystem, with deep knowledge in designing and implementing scalable distributed systems. Proven track record in transforming complex business requirements into efficient technical solutions, particularly in no-code platforms and cloud-native applications. Active contributor to the tech community through technical writing and open-source projects. Skilled in both backend architecture and full-stack development, with particular expertise in microservices, Domain-Driven Design, and cloud technologies.

Experience

Taptoweb   Jun 2022 - Present
Technical Lead
🔗 easyapp.ai

Leading the technical architecture and development of easyapp.ai, an innovative no-code mobile app development platform. Key achievements and responsibilities include: Designed and implemented a scalable microservices architecture comprising 28 services using .NET and Domain-Driven Design principles; Established robust event-driven communication patterns using RabbitMQ for inter-service messaging; Implemented multi-database strategy with service-specific databases (PostgreSQL, MongoDB, Redis); Integrated AI capabilities for app generation and customization features; Led the implementation of CI/CD pipelines and infrastructure automation using Google Cloud Platform; Mentored team members in best practices for clean architecture and domain-driven design; Achieved 99.9% system uptime while handling thousands of concurrent users

Petroteks   Dec 2019 - Apr 2021
Software Engineer

Led the development of a comprehensive web content management system for Petroteks and its subsidiary companies. Key achievements: Architected and developed a scalable CMS using .NET Core and SQL Server; Implemented multi-tenant architecture supporting 10+ company websites; Designed and implemented a custom workflow engine for content approval processes; Integrated real-time analytics and reporting features; Reduced content publishing time by 60% through automated workflows

TE Bilişim   Aug 2018 - Nov 2018
Web Developer

Developed and maintained news portal themes using PHP. Implemented responsive design patterns and integrated basic SEO features for better search engine visibility

RealityArts Studio   Jun 2017 - Sep 2017
Game Developer - Internship

Worked with Unreal Engine to develop mobile game prototypes. Gained practical experience in game development basics and collaborated with the development team

Education

Manisa Celal Bayar University   Oct 2019 - Jun 2023
Software Engineering   Bachelor's degree
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Throughout my educational years, I've been involved in numerous projects, often assuming an active role in team collaborations. One of our team's notable achievements was the publication of a conference paper. Furthermore, my graduation project was selected for display at the Student Graduation Project Exhibition.

Skills

Microservices	AI	Google Cloud	No-Code	PostgreSQL
MongoDB	Redis	RabbitMQ	Elasticsearch	.Net

Certifications

Dive Into Refactoring	Dec 2024	**Pragmatic Clean Architecture**	Dec 2024
Refactoring.Guru		Milan Jovanovic Tech	