

Mustafa Ali Eren

Frontend Developer

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SUMMARY

Frontend developer with 3 years of production experience shipping 50+ pages in React and TypeScript at Papara, a fintech platform with 20M+ monthly active users. Co-created a design system and component library adopted across 3 product teams. Available immediately for remote or Istanbul-based roles.

PROFESSIONAL EXPERIENCE

Papara Software Engineer, Frontend

Aug 2023 – Jul 2025

- Shipped 50+ production pages for the Web and Insurance products in React + TypeScript, reaching 20M+ monthly active users across Papara's fintech platform
- Architected the WebUI design system and Storybook component library from scratch, delivering 30+ reusable components that cut per-page development time by reducing duplicate UI code across 3 product teams
- Translated Figma designs into responsive, cross-browser interfaces by collaborating with design, product, and backend teams across 2-week Agile sprint cycles
- Enforced a zero-any TypeScript policy across the codebase, driving type-related production bugs from recurring incidents down to near-zero and documenting the standards for team onboarding

Papara Software Developer Intern, Frontend

Nov 2022 – Jul 2023

- Earned full-time conversion in 8 months by shipping 10+ production-ready pages and React components to live Papara products serving millions of users
- Iterated on Figma mockups through ~10 code review cycles per sprint with senior engineers, progressively reducing review rounds needed per page as code quality improved

Migros Frontend Developer Intern

Jul 2022 – Aug 2022

- Delivered a functional Angular feature module within 8 weeks at Migros (Turkey's largest retail chain), ramping up from zero Angular experience to production-ready output

PROJECTS

Where to Watch React SPA

- Built a React SPA integrating a streaming-availability REST API, enabling users to search 100+ platforms across 50+ regions; deployed on Netlify with zero backend dependency

Gungnir — Idle RPG React + TypeScript + Zustand + Vite

- Engineered a web-first idle RPG featuring a 200+ node passive skill tree and 10+ crafting systems in React + TypeScript + Zustand, architecting all game logic and state management solo

Job Board Aggregator Next.js + Python + Supabase

- Automated job discovery across 4+ remote boards via an async Playwright scraper with Supabase upsert deduplication; built a Next.js 14 App Router frontend for filtering results

TECHNICAL SKILLS

Languages: TypeScript, JavaScript, Python, HTML, CSS

Frameworks: React, Next.js, Angular, React Native

State & Data: Zustand, Redux Toolkit, TanStack Query, Zod

Styling: Tailwind CSS, shadcn/ui, CSS Modules, Responsive Design

Tools: Git, Storybook, Vite, Figma, Playwright, Supabase, REST APIs

EDUCATION

Balıkesir University BSc Computer Science

Sep 2017 – Jul 2023

- Erasmus exchange at Politechnika Częstochowska, Poland (Oct 2021 – Feb 2022)

ADDITIONAL

Languages: English (Advanced), Turkish (Native) • **Availability:** Immediately available; remote-first, open to Istanbul relocation

References: Onur Yılmaz (Lead Web Engineer, Paribu), Caner Aşa (Senior SWE Frontend, Insider One) — available on request