Arshia Shahidi

Full-stack developer specializing in TypeScript, Next.js, and React Native.

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EXPERIENCE

SANAMEKAN.COM

Istanbul, Turkiye (Remote)

May 2023 – Present

Full-Stack Developer

- Developed and maintained full-stack web and mobile apps using **Next.js**, **React Native**, and **TypeScript** to support a multi-platform venue reservation product.
- Integrated **Strapi CMS** to provide a flexible content/data layer for admins.
- Wrote **Playwright** and **Vitest** suites and wired **GitHub Actions** to run on **Vercel** preview URLs, catching issues before merge.
- Set up CI/CD from staging to production, reducing release overhead and speeding up iterations.
- Implemented Firebase Authentication across web and mobile.
- Led a team of 3 using Scrum to ship consistently.

APPWOX MOBILE

Istanbul, Turkiye (Remote)

Jan 2021 – May 2023

iOS (Swift) & Backend (AWS) Developer

- Shipped native iOS apps in **Swift** for client projects.
- Designed and managed AWS infra (EC2, S3, Lambda, RDS) for scalable backends.
- Tuned **DynamoDB** indexes based on usage patterns.
- Implemented auth and RBAC with Amazon Cognito and IAM.

OPEN SOURCE CONTRIBUTIONS

- Strapi CMS: Reported and suggested fixes; authored a PR that was merged into core.
- IconHub for Strapi: Open-source icon picker custom field; the most downloaded icon-picker plugin on the Strapi Marketplace.

EDUCATION

BURSA ULUDAG UNIVERSITY

Bursa, Turkiye

Bachelor's in Mechanical Engineering

2019 – Present

FLORYA UĞUR KOLEJI HIGH SCHOOL

Istanbul, Turkiye 2015 – 2019

SKILLS & INTERESTS

Skills: Next.js, React Native, TypeScript, Swift, Python, AWS (EC2, S3, Lambda, RDS), Strapi, Playwright, Vitest, GitHub Actions, Vercel

Tools: Git, GitHub, Postman, TablePlus, Sentry, Cloudinary, Figma, Notion

Languages: Turkish (Native), Persian (Native), English (Fluent)

Interests: Writing blog posts on <u>arshiash80.com</u>, building developer workflows, experimenting with frontend architecture, testing strategies, CI/CD automation, performance optimization, creative UI/UX design. And, of course, sinking way too many hours into video games (for... research purposes).