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Top Skills

Software Engineering
Redux Toolkit
Device-Based Software Systems

Languages

Turkish (Native or Bilingual)
English
Dutch (Elementary)

Certifications

Data Analysis Essentials Using
Excel
IBM Analyzing Data with Python
Master Course in Tableau for
Business Intelligence
Professional Pastry
Responsive Web Design

Begum Eryildiz Gokden

Software Engineer (React native | TypeScript | Product-Focused |
Android | Hardware-Integrated Systems)
Amsterdam, North Holland, Netherlands

Summary

Software Engineer (React Native, Product-Focused) with extensive
experience
building and maintaining complex, device-based software systems.

I bring over 19 years of professional experience, with the last 4+
years
focused on full-time software engineering in production
environments.

My work centers around React Native and TypeScript, developing
custom
application runtimes running on dedicated Android-based devices
rather
than traditional consumer mobile apps. These systems involve
offline-first
architectures, complex state management, media playback, real-time
input
handling, and hardware/sensor integrations.

While product management is not my formal responsibility, I am
often
closely involved in practical product and technical decisions —
particularly
where implementation details, technical constraints, or real-world
usage
impact need to be considered. This involvement is driven by hands-
on
experience and ownership rather than title.

I take responsibility for features end-to-end: from understanding the
problem and proposing technical approaches to implementation,
refinement,
and long-term maintenance.

Additionally, I mentor UI/UX-focused interns and junior developers, providing practical guidance through code reviews, implementation support, and experience-based decision-making.

Core areas:

- React Native & TypeScript
- Device-based & embedded application development
- Offline-first architectures
- Media & video systems
- State management (Redux Toolkit)
- Hardware/sensor integration (IoT)
- Performance-sensitive systems
- Feature ownership & cross-functional collaboration
- Mentoring & code review

Currently contributing to a large-scale, device-based software platform used in real-world operational environments.

Based in the Netherlands. No visa sponsorship required.

Personal E-mail: begumeryildiz@gmail.com

Experience

Fietslabyrint

Software Engineer (React native / Product-Focused)

December 2022 - Present (3 years 3 months)

The Hague, South Holland, Netherlands

Working on a complex, device-based software platform running on dedicated Android-based hardware, focused on interactive, real-time user experiences.

Developing and maintaining a large-scale React Native and TypeScript codebase

used in production environments, involving custom application runtimes rather than traditional consumer mobile applications.

Responsible for building and evolving features end-to-end, including technical design, implementation, performance optimization, and long-term maintenance.

Working extensively with systems that require offline-first behavior, complex state management, media and video playback, real-time input handling, and hardware/sensor integrations.

While product management is not my formal role, I am frequently involved in practical product and technical decision-making, particularly where technical constraints, implementation details, or real-world usage impact need to be considered.

Contributing to code quality and maintainability through refactoring, TypeScript improvements, reusable abstractions, and consistent formatting and review practices.

Mentoring UI/UX-focused interns and junior developers through hands-on guidance, code reviews, and implementation support.

Insightfy

Full Stack Developer

March 2023 - August 2024 (1 year 6 months)

Amsterdam, North Holland, Netherlands

Delight Cubes by Kitchenella

Founder of Delight Cubes

July 2020 - November 2022 (2 years 5 months)

Amsterdam, North Holland, Netherlands

Managed the business for <https://kitchenella.nl/> (Shopify e-commerce platform)

Contacted and communicated with customers over Europe.

Prepared edible art tarts, packaged them, and delivered them to customers.

Shipped to 11 European countries

Managed the e-commerce backend, and website.

Created and edited advertisement campaigns.

Took product photographs for social media and website.

Created content and copy for social media channels (Facebook and Instagram) and email newsletter; assessed customer response to create targeted messaging and inform future content; social media following grew 125%+ organically.

Zoogi Software & E-commerce

Co-Founder

October 2014 - November 2018 (4 years 2 months)

Istanbul, Turkey

Sold stock tracking software products and manage an e-commerce business as a sub-brand

Contacted and communicated with customers.

Managed the e-commerce platform and payment.

Various High Schools

Mathematics / Geometry Teacher

September 2011 - June 2016 (4 years 10 months)

Istanbul, Turkey

Taught at various public and private high schools for 9th - 10th -11th grades as a Mathematics and Geometry teacher.

As a math teacher, be required to deliver lessons that develop students' theoretical and applied mathematical skills.

Assigned homework, graded assignments and quizzes, and documented students' progress.

Akbank

Product Manager, Contactless Payments Campaign

July 2007 - August 2011 (4 years 2 months)

Istanbul, Turkey

Started the campaign for the integration of contactless payments.

Initiated conceptualize, develop, test, and launch new financial systems and products, while overseeing the marketing and progress of existing products.

Contactless payments increased by %25.

Education

Ironhack

Full Stack Web Development Program (Full-time) · (June 2022 - August 2022)

Istanbul University

Bachelor of Science (BS), Mathematics · (September 2002 - June 2007)

Anadolu University

Bachelor of Science (BS), Economics · (September 2004 - June 2008)