

ISMAIL KAYADELEN

FULL STACK DEVELOPER BASED IN THE NETHERLANDS

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PROFILE

Creative developer based in the Netherlands with 3+ years of experience building web apps and e-com solutions. I like combining creative technology with technical know-how to build interactive products that not only work well, but are also pleasant to use and look sharp.

EXPERIENCE

FULL STACK DEVELOPER — NOTIVE

May 2024 – Present

Returned to Notive as a full stack developer, and my day-to-day varies a lot. I work in Scrum, running sprints with the team, and stay in direct contact with clients throughout a project. Over time I've gotten the chance to work across the stack on different projects — from React, Vue, and TypeScript on the frontend to PHP, Python, and even Java for Android, depending on what the job calls for.

- Developed new software using React, Vue, TypeScript, and Laravel
- Provided technical support and software assistance to clients
- Delivered workshops and training sessions on Shopify and Framer
- Managed client communication and guided projects from kickoff to delivery

TECH LEAD — VENTARO

May 2024 – Present

Ventaro is Notive's sister company, focused on smaller clients who need something simpler — a straightforward webshop or website. I handle the technical side from start to finish, working in Scrum sprints: setting projects up, building them, and staying on as support once they're live.

- Working on Framer and Shopify projects for smaller scale clients
- Supporting existing clients with technical questions

FOUNDER — YAMOTION

Nov 2024 – Present

My own business, where I help clients get their venture off the ground with a website or webshop. I handle everything myself, from the first client conversation to development and ongoing management.

- Building Framer websites and Shopify webshops for clients
- Handling everything from client communication to delivery

XR DEVELOPER INTERN (THESIS) — 360FABRIEK

Sep 2023 – Feb 2024

My thesis project, built around one question: how can web-AR help inexperienced people become more aware of the right actions to take during first aid for a heart attack? I ran the research myself — interviews with professionals and people involved, surveys, and the conclusions that came out of it — and used that to build an interactive web-AR experience to raise that awareness.

- Thesis research into how web-AR can make inexperienced people more aware of the correct first-aid actions during a heart attack
- Conducted qualitative research, including interviews with users and experts
- Developed and tested a web-AR prototype within a multidisciplinary project team

JUNIOR CREATIVE DEVELOPER — WEAREREASONABLEPEOPLE

Aug 2022 – Sep 2023

Started here part-time, working on a single ongoing project: an IoT system with a connected dashboard. I worked in Scrum alongside teams of designers and data scientists, and handled processing the incoming data into the dashboard.

- Helped develop an IoT system with a connected dashboard
- Processed incoming data into the dashboard
- Participated in and organised retrospectives, reviews, and other Scrum events

FRONTEND DEVELOPER INTERN — NOTIVE

Aug 2020 – Jan 2021

Started my professional journey here as a frontend development intern. I sat in on a range of projects within a Scrum team, joining daily standups, sprint reviews, and retrospectives to get a feel for how a real dev team operates.

- Learned industry practices and professional workflows
- Contributed to real-world client projects

TEAMLEAD — ACTION

Sep 2018 – Aug 2023

Started as a store assistant alongside my studies, helping customers and keeping the shop floor running smoothly. After two years I was promoted to teamlead, where I ran daily operations independently — coordinating a small team, planning shifts, and taking responsibility when things went wrong. Working in retail taught me to stay structured under pressure, communicate clearly with a team, and take ownership instead of waiting to be told what to do — habits I still rely on today when planning sprints and taking a project from start to finish.

- Assisted customers and stocked shelves as a store assistant
- Operated the register and handled daily store tasks
- Promoted to teamlead after two years, taking full ownership of the store
- Guided and supervised colleagues, and made staff planning and schedules
- Opened and closed the store, placed orders, and unloaded deliveries

EDUCATION

BACHELOR OF CREATIVE MEDIA & GAME TECHNOLOGIES — UNIVERSITY OF APPLIED SCIENCES, ROTTERDAM

Sep 2018 – Feb 2024

- Pursued a degree in Creative Media & Game Technologies with emphasis on frontend development and design.
- Focused on frontend development and interactive design
 - Graduated with a thesis on web-AR for first aid education

MBO 4 — SOFTWARE ENGINEER — ROC MONDRIAAN, THE HAGUE

Sep 2015 – June 2018

- Gained valuable experience in both frontend and backend development, with a strong preference for frontend work due to the immediate visual feedback and creative possibilities.
- Learned both frontend and backend development fundamentals
 - Discovered a strong preference for frontend work

LANGUAGES

- DUTCH – NATIVE
- TURKISH – NATIVE
- ENGLISH – FLUENT

HOBBIES

- GYM
- CARS
- TRAVEL
- GAMING

MAIN STACK

- REACT
- VUE
- NEXT.JS
- TYPESCRIPT
- LARAVEL
- PHP
- TAILWIND
- GIT
- DOCKER
- VERCEL
- PYTHON
- KOTLIN
- JETPACK COMPOSE

OTHER TOOLS

- FIGMA
- FRAMER
- SHOPIFY
- BLENDER
- JIRA
- CLAUDE
- GEMINI
- CHATGPT