Bahadır Halil Yalçın



Senior Software Engineer & Team Lead / Payment Systems

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PROFILE

Software engineer working in fintech since 2021, currently leading the engineering team at Firisbe, a payments and digital wallet company in Istanbul. Still writes production code across the stack - payment APIs, merchant onboarding, back-office tools - alongside code review, sprint planning and mentoring. Previously built core banking microservices at Digital Commerce Bank. M.Sc. in Software Engineering.

PROFESSIONAL EXPERIENCE

Firisbe - Senior Software Engineer & Team Lead

2023-Present

- Lead the engineering team: sprint planning, code review, mentoring and release coordination, alongside hands-on feature work
- Build payment flows end to end: API integration, virtual POS selection, installments, 3D Secure callbacks and transaction states
- Built the merchant onboarding flow - agreement acceptance, document uploads and revision requests - with frontend and backend state kept in sync
- Develop merchant portal screens, operations dashboards and mobile payment flows
- Wrote QA automation and internal tools for running payment scenarios and tracing failed transactions
- Stack: React, Next.js, Node.js, Java, PostgreSQL, MongoDB, Kafka

Digital Commerce Bank (Dijital Ticaret Bankası) - Senior Software Engineer, Core Banking

2021-2023

- Member of the Core Banking Systems team
- Developed .NET Core microservices running on Docker and Kubernetes
- Built payment processing services for banking operations with high-availability requirements
- Event-driven integrations with RabbitMQ and Kafka
- Led the migration of critical modules from the monolith to microservices
- Worked with the security team on PCI-DSS requirements

PROJECTS

bycoda - a desktop workspace for AI coding agents

2026

- Open-source (MIT) desktop app that runs the coding agents developers already use - Claude Code, Codex, Gemini CLI, Cursor, OpenCode - next to their projects, with their own provider accounts
- Parallel sessions, file editor, terminals, Git diffs, worktrees and review in one window; tasks, automations and remote projects over SSH
- Built with Tauri (Rust), React and a Node.js host process; beta builds for Windows and Apple Silicon macOS

bycoda.codes github.com/bahadryalcn/bycoda

ByShoot - screenshot and screen recording tool

2026

- Open-source (MIT) desktop utility to capture an area across multiple monitors, annotate it and copy or save it
- Arrows, highlights, numbered steps and pixelation for private details; MP4 screen recording through FFmpeg
- Built with Rust, Tauri and TypeScript; Windows releases on GitHub

github.com/bahadryalcn/byshoot

SKILLS

Languages	TypeScript · JavaScript · Java · C# · SQL · C++
Frontend	React · Next.js · Redux · Tailwind CSS · Material UI · Three.js
Backend	Node.js · Express · NestJS · .NET Core · ASP.NET MVC · REST · GraphQL
Data & messaging	PostgreSQL · MongoDB · MySQL · SQL Server · Redis · Elasticsearch · Kafka · RabbitMQ
Infrastructure & tooling	Docker · Kubernetes · AWS · Nginx · Linux · Git · GitHub Actions · Jest
Payments domain	Payment flows & 3D Secure · Virtual POS routing & installments · Merchant onboarding (KYC/KYB) · Digital wallets · SoftPOS · PCI-DSS

EDUCATION & PROJECTS

Chang'an University - M.Sc. Software Engineering

2019-2022

- Master's degree on a Chinese Government Scholarship
- Research on cloud computing and microservice architectures, with some work on applied AI
- Coursework, research and thesis in English

Selçuk University - B.Sc. Computer Engineering

2013-2018

- Bachelor's degree in Computer Engineering
- Main coursework: algorithms, data structures, databases, computer networks, software architecture

SpecialWar - online FPS game (personal project)

2011-2013

- Built and ran SpecialWar, a multiplayer online FPS, before starting university
- Wrote game server features, account systems and admin tools in C++ with a MySQL backend
- Handled the parts that come with real players: releases, moderation, cheaters and server load

Internships: HAVELSAN - Intern · ARD Group - Intern