

## Experience

### Full Stack Developer at Gameflex

May 2023 – Ongoing

- Quickly moved from basic tasks to working on both **Vue 3** for frontend and **Node.js** for backend.
- Made sure our **JavaScript** code was clean and error-free across projects by using ESLint for standards and style.
- Built powerful and fast web apps using **Fastify**, making our servers work more efficiently.
- Used **Sequelize** to handle **PostgreSQL** databases and organize data in Node.js apps.
- Managed data smartly in **Vue.js** apps using the **Pinia** library.
- Made navigation smoother in Vue.js apps by using **Vue Router**.
- Worked with **Vite** environment for development.
- Utilised **Vue composables** to make code easier to reuse and maintain.
- Helped make our web apps accessible to everyone worldwide by adding **multilingual support**.
- Used **Husky** to keep our code & commit history in **GitHub** inspected and well maintained.

### Game Developer at Gameflex

March 2021 – May 2023

- Employed **Unity** as our primary game engine, coding in **C#** as the primary programming language.
- Prioritized **optimization** efforts to ensure consistent 60 frames per second (fps) performance on mobile devices for the games we developed.
- Maintained CPU usage at approximately 15 milliseconds, actively managing batch numbers and tris count.
- Implemented both the **Universal Render Pipeline (URP)** and **Standard Pipeline** across different projects.
- Employed FinalIK for **Inverse Kinematics (IK)** and crafted a custom IK Animation System using **FinalIK** and **DOTween**, enabling the creation of numerous custom animations.
- Strategically selected and applied adaptable and efficient programming patterns tailored to specific use cases.
- Designed and developed various systems such as trivia, IK animation, dragging, and time counter systems to enhance game functionality.
- Integrated and implemented various Software Development Kits (**SDKs**) to extend the capabilities of the projects.

## Education

### Mechatronics Engineering at Izmir University of Economics 100% English

September 2017 – July 2022

I have a bachelor's degree in Mechatronics Engineering. My graduation project was a **Hovercraft**.

## Projects

### [VS Code Test ID Generator]

The Test ID Generator is a Visual Studio Code extension designed to simplify the process of adding test identifiers (**data-test attributes**) to HTML elements in web development projects.