



Yunus Emre GUNES

INTERACTIVE WEB DEVELOPER

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Enthusiastic software developer with deep interest in creating visually enriched web experiences and aimed at minimalism in code. Constantly improving proficiency with essential tools and technologies such as full stack web, computer graphics libraries and computer vision systems.

EDUCATION

SEP 2019 - PRESENT

Masters - Computer Engineering

İŞIK UNIVERSITY

M.S. in Computer Engineering

SEP 2008 - AUG 2016

Bachelors - Mathematical Engineering

ISTANBUL TECHNICAL UNIVERSITY

Data Structures and Algorithms (C++), Data-Processing Algorithms, Database Management Systems (SQL), Symbolic Calculation (MATLAB), Discrete Mathematics, Advanced Numerical Analysis, Web Programming (PHP), Object Oriented Programming (JAVA)

WORK EXPERIENCE

DEC 2020 - CURRENT

React Game Developer

Mynet

Responsible for developing casual games on webview placed inside company's mobile platform with React by focused both single and multiplayer games

MAY 2019 - OCT 2020

Web Developer - Frontend Team Lead

Anzera E-Learning Tech

Responsible for developing web applications for educational scorm compatible projects, leading react based e-learning product development process and managing frontend team behind those

DEC 2018 - MAY 2019

Web Developer

Commencis

Responsible for developing middleware components for banking applications with .NET technologies

MAR 2018 - NOV 2018

Web Developer

Cerebro Tech

Responsible for developing mainly user interfaces and partly server side development for machine learning projects, dashboards and data visualization applications with .NET technologies

JAN 2016 - MAR 2018

Web Developer

Anzera E-Learning Tech

Responsible for developing e-learning applications for mobile web by using HTML5 technologies and responsive design principles

JUN 2013 - AUG 2013

Game Developer Intern

[Arox Information Systems](#)

Assigned to develop interactive multitouch applications with AS3/Flash and to contribute mobile game projects with Unity

MAY 2012 - DEC 2012

Game Developer

CPS Production Studios

Responsible for developing educational games for children with Flash Pro, migration from AS2 to AS3 & Unity, improving the functionality of existing websites

JUN 2011 - JUL 2011

System Analysis Intern

[Istanbul Technical University](#)

Assigned to develop a web-based system analysis application

JAN 2012 - JUN 2014

Math Instructor

EduCare Education

Responsible for instructing Calculus, Multivariable Calculus, Linear Algebra, Number Theory

SKILLS

INTERACTIVE WEB DEVELOPMENT

Using **JavaScript ES5/ES6** and **TypeScript** with **React** ecosystem and **jQuery** enhancements like **Widget Factory** and **jQuery Mobile**, interactive web applications becomes stable problem solvers

RESPONSIVE WEB DEVELOPMENT

In addition to pure **CSS3** scripting and **SASS**, taking the advantage of new layouts, **Kendo UI** and **Bootstrap** makes web applications responsive

SERVER SIDE DEVELOPMENT

Developing complete MVC applications with **Laravel** built on **PHP** and **MySQL** or with **.NET** technologies as **ASP.NET MVC 5** and **MSSQL**, and besides **MERN** stack projects especially with **Next.js**

MOBILE APPLICATIONS

Lightweight mobile applications with **Apache Cordova** for presentation and advertising purposes or enhanced native applications with **React Native** for a long term multiplatform solution with single codebase

DATA STRUCTURES AND VISUALIZATION

Storing and accessing **JSON** data by consuming **Restful APIs** on **MongoDB** or querying with **SQL**, and making them visually meaningful with **D3.js**

SOFTWARE VERSION CONTROL

Using **Git** branching when developing and sharing code with a team or other developers

PROJECTS

- gunesyu.github.io/insidetheface

Inside The Face - A Web-Based Face Tracking and Modeling Application

- gunesyu.github.io/snippets

Code Snippets - A Compilation of Some Quick-to-Use Solutions about Front-End Problems