Ali Gunes

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I am a versatile and motivated career changer who wants to pursue a career as a developer; I have a strong foundation in coding, gained through a rigorous coding bootcamp where I honed my skills in Python. Since then, I have embarked on a journey focusing on web and app design using technologies such as JavaScript, Node.js, React.js, HTML, and CSS. My career trajectory is guided by a keen interest in expanding my expertise. In the near future, I plan to delve into TypeScript and broaden my knowledge in backend development, particularly by exploring technologies in cloud computing and database management

Education

HyperionDev,
March 2023 – July 2023
Software Engineering

Norwich University of the Arts,
2015 – 2019
BA (Hons) Games Art and Design

Hertford Regional Collage,
2013 – 2015
Graphics Design

Volunteering

Geek.Zone, Coventry (remote)
Developer, July 2023 – Current
• Creating new functionality for the new Geek.Zone web app that is being developed.
• Fixing new and existing bugs in code.
• Docker, Python, Django, PostgreSQL

Key Skills

- Proficient in HTML, CSS, JavaScript, and Python.
- Experienced in developing cross-browser and cross-platform compatible solutions.
- Proficient in GIT for version control.
- Knowledgeable in JavaScript frameworks (React).

Personal Attributes

- Organized, punctual, and detail-oriented.
- Efficient at problem-solving and meeting tight deadlines.
- Collaborative team player.
- Enthusiastic about staying current with evolving technologies in web development.

Employment history

MyMiniFactory (3DC LTD Merger), London
AM CAD Specialist, October 2022 – March 2023
• Decreased failed prints by improving customers CAD models for the production process.
• Implemented a robust support system for model artists, developing fixes for common problems, and reducing future manufacturing related issues.
• Implemented solutions in the production pipeline that sped up the CAD, production, and post processing of models, allowing a higher number of production pieces per day to be manufactured.

3DC LTD, London
3D Printer assistant, March 2022 – October 2022
• Creating CAD builds ready for printers.
• General maintenance of 3D printers.
• Setup of prints and removal of finished 3D models.
• Assisting in development of production pipeline.
• Post processing and fulfilment of customer orders.

3DC LTD, London
ZBrush Artist, *August 2020 – March 2022*
Intern ZBrush Artist, *February 2020 – August 2020*
• Creating final print-ready 3D models from clients requests and personally conceptualized designs.
• Troubleshooting, Remodelling, and development of existing 3D assets to final production ready models.
• Developed a body of documents including best practices, workflow and troubleshooting methods for future 3D artist interns and new CAD workers.

I thrive in team environments, handle pressure effectively, and am committed to delivering exceptional results. My customer-focused approach and "can do" attitude would make me a valuable addition to any team.