

# EBUBEKIR TAS


## SOFTWARE ENGINEER

### CONTACT ME AT

 Tas\_Ebubekir@Yahoo.com

 862-271-3366

 <https://www.linkedin.com/in/ebubekir-tas-783179127>

 <https://ebubekirtas.netlify.app/>

### TECHNICAL SKILLS

#### Proficient:

HTML, CSS, JavaScript, React, React Native, jQuery, Node, TypeScript, Redux

#### Adequate:

Python, MongoDB, SQL, Express, EJS, Git, Bootstrap, C#, Java

#### Other:

Teaching, Mentorship,

### EDUCATION

University of the People  
Bachelor's: Computer Science  
2020 Enrollment

### OTHER EXPERIENCE

Professional Freestyle Soccer  
-USA National Champion  
-Top 32 Red Bull World  
Championships Warsaw, Poland.

### WORK EXPERIENCE

#### Software Engineer Intern

TWG Companies | December 2020 - Present (2 mos.)

- Collaborated with a team to create Full Stack Enterprise Web Applications
- Developed Front End User Interface Components with React/Redux and built Token Based Authentication on the Back End with JWT

#### Coding Instructor

The Coder School Montgomery | August 2020 - Present (6 mos.)

- Teach beginner-friendly programming languages such as Scratch, Python, and JavaScript and be a mentor for young school-aged students.
- Automated the creation of 300+ student Scratch accounts with Node.js
- Created student Scratch account database with MongoDB
- First school in NJ to teach coding to public school's entire enrollment (QCA Charter.)

### PERSONAL PROJECTS

#### Freestyle Soccer Combo Generator:

[https://github.com/Ebubekir-Tas/Combo\\_Generator](https://github.com/Ebubekir-Tas/Combo_Generator)

React Native app that generates "combo" challenges to structure training for athletes in the sport Freestyle Soccer used by novice to world class athletes alike including national, continental, and world champions globally.

#### Dance battle:

<https://github.com/Ebubekir-Tas/Kitten-Dance-Battle>

Game that uses HTML and CSS to display two cat sprites on the page, and JavaScript to take keyboard inputs to have the sprites perform different dance moves, as well as getting points for each input up to a mutable point threshold.