Furkan Gündüz
Front-end Developer

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I am a front-end developer who is open to learning new technologies, especially interested in front-end languages and web programming. working to improve his knowledge in these fields.

EDUCATION

○ **University**
Kocaeli University
09/2019 - Present

PERSONAL PROJECTS

Bilet buldum ⬈
- This is the project that can help you find train tickets when all train tickets for all train trips are bought. When you create a request to the server, it starts the search for a train ticket for you. When it finds it, it sends the email to you.
- In this project, I use **React** and **Tailwind** on the frontend. On the backend, the project uses **Express** and **Puppeteer** to get information about train trips on the server side.
- **_Demo:_** (bilet-buldum.vercel.app/ *)*

Battleship Board Game ⬈
- This is the same project as the real-world battleship board game you can play online. On a 10x10 grid , place 5 ships and try to down enemy ships.
- I use **Express** and **Socket.io** on the backend. **React** , **React-dnd,** and **pure CSS** on the frontend.
- **_Demo :_** (battleship-orpin.vercel.app/ *)*

Spotify Clone ⬈
- This project is full clone of Spotify you can play music on this clone.
- I use **React** and **Tailwind CSS** on this project.
- **_Demo :_** (spotify-clone-gules-eight.vercel.app *)*

WORK EXPERIENCE

○ **Software Team Member**
Akcakoca UAV

04/2021 - 07/2021
University team for the building of unmanned aerial vehicles. My responsibilities were developing computer vision algorithms for the vehicle.

SKILLS

Git   MongoDB   Javascript

ReactJS   VueJS   NodeJS

Express   HTML   CSS

TailwindCSS   SCSS

CERTIFICATES

React Front The Back
(08/2022 - Present) ⬈

LANGUAGES

Turkish
Native or Bilingual Proficiency

English
Professional Working Proficiency