




# DENİZ GÖRKEM ATER

## SOFTWARE DEVELOPER

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[gorkemater.com](https://gorkemater.com)

### EDUCATION

Eastern Mediterranean  
University

Computer Engineering

Expected Grad. 2025

### SKILLS

- **Languages:** JavaScript, TypeScript, C# , Python, SQL, HTML/CSS
- **Libraries/Frameworks:** React.js, Next.js, Node.js, Tailwind, Bootstrap
- **Developer Tools:** Git, VS Code, Visual Studio

### LANGUAGES

- Turkish *Native*
- English *Fluent*

### AWARDS & CERTIFICATES

Best Product Project Award  
2023 - Jotform

Game Developer Certificate  
2022 - TOGO

### ABOUT ME

Hello!, I'm Deniz Görkem. 4th year Computer Engineering student from North Cyprus. I am passionate about Software Development and i worked mostly on **Front-end (React)** and **Game Development (Unity C#)** fields, I'm also familiar with backend technologies.

### WORK EXPERIENCE

#### SOFTWARE DEVELOPER INTERN

Jotform, Ankara (Remote) - 2023

- Designed and developed Quiz App.
- Developed several landing pages.
- Acted as a support engineer to our Front-end intern.
- Implemented advanced animation techniques, resulting in improved user interface and user retention rates.

### PROJECTS

- **Social App** | HTML, CSS, JavaScript, TypeScript, **React.js**, **Next.js**, PostgreSQL, Supabase

Developed a full-stack social media application with features like registering, editing your profile, following people, sharing posts with images, chatting and more.

[GitHub](#) [Live Demo](#)

- **Arklio** | HTML, CSS, JavaScript, TypeScript, **React.js**, **Next.js**, PostgreSQL, Supabase

Developed a library for Front-end developers for a easy access to get web resources like icons, UI/UX design concepts, and components.

[GitHub](#) [Live Demo](#)

- **Crazy Highway** | **Unity**, **C#**

While i was learning game development, i developed a fast-paced car game where you should avoid obstacles and try get as much distance as you could.

[GitHub](#) [Live Demo](#)

- **Team Sly** | HTML, CSS, JavaScript, **React.js**

Developed a community website for Team Sly as a freelance work, archived everything customer requested.

[GitHub](#) [Live Demo](#)