

Gülseren Karataş

Software Engineer

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Summary

Dear Mr/Mrs. Recruitment Manager

I am a software developer who is continuously improving myself and open to new technologies in the field of software engineering. I graduated from the Computer Engineering department in June and am eager to make a strong start to my career.

I am to contribute with my knowledge, skills, and passion for learning in this field. So far, I have completed three different internships and have one part-time work experience. In addition, I worked part-time on the Turkey Football Federation (TFF) project, where I actively used technologies such as **.Net, React.js, and PostgreSQL** to contribute to development and team collaboration.

Skills

Backend: .NET (ASP.NET Core)

Frontend: React.js, Next.js, TypeScript,

- **UI Frameworks:** Ant Design, Material-UI
- **State Management:** Redux Toolkit

Database: PostgreSQL, SQL

UI/UX Skills

- Figma
- Design Systems & Component Libraries
- User Flow & Journey Mapping
- Responsive & Accessible Design

Design Patterns: MVVM, MVC, MVP

DevOps & Tools: Git/GitHub, CI/CD pipeline, Jira

Frontend: React.js, Next.js, TypeScript,

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Education

Bachelor's Degree - Software Engineering,

Celal Bayar University

Experience

Netaş Telekomünikasyon A.Ş,

Mobil Application Tester Intern .

07/2024 – 09/2024

During my internship, I successfully contributed to the development of two different projects—one for Netaş and the other for Akbank.

Inventory Management System:

Developed as a responsive web project aimed at providing a seamless user experience.

- The frontend was developed using **Bootstrap** and **React** , while the backend was built with **Node.js** and **MongoDB**.

Akbank Flexible Working Hours:

Developed as a responsive application allowing employees to view their working hours and leave balances.

- The frontend was developed using **Bootstrap** and **React** , while the backend was built with **Node.js** and **MongoDB**.

Netaş Telekomünikasyon A.Ş, *Full-Stack Developer Intern*

02/2025 – 06/2025

I actively contributed to a middleware project developed for the Turkey Football Federation (TFF). My responsibilities included:

- Designing and developing a user-friendly and dynamic Dashboard page using **React.js** for data visualization.
- Implementing **RESTful API** integrations to display real-time data on the homepage interface.
- Developing API endpoints on the backend using **Node.js** to facilitate data flow to the frontend.
- Gaining practical experience in both software testing processes within a professional team environment.

Netaş Telekomünikasyon A.Ş, *Full-Stack Developer-Part Time*

06/2025 – 10/2025

MYS (Competition Management System) – Stadium and Match Management Platform

- Developed a comprehensive stadium, match, and event management system for the Turkey Football Federation (TFF) using a microservices architecture.
- Designed user-friendly, responsive, and dynamic frontend components with React.js and TypeScript, enhancing the interface with UI frameworks such as Ant Design, Material-UI, and TailwindCSS.
- Contributed to the creation of user-friendly dashboard designs, actively improving the user experience through modern UI libraries.
- Managed application state using **Redux Toolkit** and implemented routing with React Router.
- Developed backend services using **Node.js**, **TypeScript**, and **Fastify**.

- Worked on stadium management, ticketing, and fan tracking modules, delivering scalable and maintainable full-stack solutions.
- Styled the frontend using **TailwindCSS and SCSS**; managed project build and optimization processes with Vite.
- Actively collaborated with the product team in Jira-based sprints, directly participating in the design-development process.
- Successfully deployed the system to production during my tenure, where it is now actively used by the Turkey Football Federation (TFF) for stadium, match, and event management.

Privia Security , Frontend Developer Intern

06/2025 – 10/2025

- Developed responsive and user-friendly web interfaces using **Next.js 15** with App Router, ensuring seamless user experiences across devices.
- Actively researched and learned new frontend technologies and best practices, delivering regular presentations to the team to share insights.
- Participated in the full development lifecycle of projects, from requirement analysis to deployment and maintenance.

Projects

TravelTripProject – ASP.NET MVC Blog & Travel Platform

- Developed using ASP.NET MVC 5, C#, Entity Framework (Code First), and SQL Server
- Implemented Admin Authentication and Authorization system
- Performed full CRUD operations for blog management with session-based admin control
- Built a scalable and maintainable architecture following MVC design principles

QR-Based Order Management System – ASP.NET Core API & SignalR

- Built a real-time restaurant order management system with QR codes using ASP.NET Core 10.0 and SignalR
- Implemented admin & customer panels, real-time notifications, messaging, and cart updates
- Used Entity Framework, MSSQL, and N-Tier architecture following SOLID principles

Thesis Project: Mini Kids

"Mini Kids" is a 2D educational game designed for children aged 3-6, focusing on basic skill development. The app will be published on the **App Store**. Key features include:

- **Scene Management:** Organized using SpriteKit's SKScene for start, gameplay, and result screens.
- **Character and Object Management:** Characters and objects are created with SKSpriteNode.
- **Animations:** Animated using SKAction.
- **Collision Detection:** Handled via SKPhysicsBody.
- **Feedback:** Provides sound effects, animations, and haptic feedback for interactive learning.

Reference

Tevfik Furkan Aksu

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