

ÜNSAL KEMAL GÖKTEN

Full-Stack Developer with 3+ Years of Experience in Software Development

Föttingerzeile 41, 12277 Berlin, Germany

+4917662903272 | ukemalgokten@gmail.com | linkedin.com/in/unsal-kemal-gokten | github.com/KemalGokten | kemalgokten.com

EXPERIENCE

AR/MR Developer

June 2022 – Sep. 2023

Shoutr Labs

Berlin, DE

- Specialized in mixed reality development for HoloLens projects using MRTK
- Conducted comprehensive unit testing and mock testing in C# with NUnit and NSubstitute
- Analyzed and resolved performance bottlenecks using Unity Profiler
- Applied agile methodologies for project management and refinement
- Implemented clean coding techniques and optimized codebase quality
- Designed user-centric UI resulting in intuitive experiences
- Contributed to refactoring legacy code and enhancing content management system

AR Developer Intern

Nov. 2021 – May 2022

Shoutr Labs

Berlin, DE

- Utilized Unity's ARFoundation to develop cross-platform AR apps for iOS and Android
- Participated in Agile process planning and implementation
- Developed Python scripts for web scraping and content management
- Applied agile methodologies for project management and refinement

Game Developer

Aug. 2020 – Nov. 2020

Cosmo4 Bilim Sanat Teknoloji

Canakkale, TR

- Developed hypercasual games using Unity and C# programming
- Implemented game mechanics, level design, character movement, and in-game animations
- Collaborated closely with designers and artists to craft engaging game mechanics

Frontend Web Developer Intern

July 2020 – July 2020

ARD Grup

Ankara, TR

- Developed an interactive shop-app website using Angular, featuring integrated product catalog, shopping cart, and checkout features for an enhanced user experience

Full-Stack Web Developer Intern

June 2019 – July 2019

Basarsoft Bilgi Teknolojileri

Ankara, TR

- Engineered a comprehensive mapping platform using the OpenLayers library, focusing on data management, location display, and query capabilities
- Leveraged web development, database skills, and the .NET framework to create high-quality solutions
- Gained experience in web scraping, enhancing data acquisition and verification

EDUCATION

Full-Stack Web Development Bootcamp

Online, DE

Ironhack

Feb. 2024 – May 2024

Canakkale Onsekiz Mart University

Canakkale, TR

Bachelor of Science in Computer Engineering

Aug. 2016 – June 2021

Kodluyoruz

Online, TR

Mobile Game Bootcamp

Feb. 2021 – Mar. 2021

AGH University of Science and Technology

Krakow, PL

Erasmus Exchange Program in Computer Science

Sep. 2019 – July 2020

PROJECTS

BrainBash | *MERN Stack, Socket.IO, WebSocket, Nodemailer, JavaScript, HTML, CSS, JWT, Mongoose, Mantine*

- Developed a full-stack web application using with Node.js serving a REST API with React as the frontend
- Implemented robust authentication mechanisms using JWT for user authentication and authorization
- Developed direct live chat functionalities with Socket.io for real-time communication between users
- Implemented a filter functionality on the frontend, seamlessly integrated with backend APIs to enable dynamic data filtering based on user preferences and criteria
- Integrated Nodemailer into the backend to facilitate sending emails for various purposes, including password reset requests, event deletion notifications, and other relevant notifications within the system
- Implemented responsive design and customizable Light/Dark mode options for a personalized user experience

Food in Dream | *React, JavaScript, JSON Server, HTML, CSS, EmailJS, Mantine*

- Developed a full-stack web application using JSON Server and REST API with React as frontend
- Implemented EmailJS into the frontend to facilitate sending emails for password reset requests.
- Implemented continuous delivery using TravisCI to build the plugin upon new a release

Dust Duel | *JavaScript, HTML, CSS,*

- Developed a 2D game project incorporating advanced physics simulations, including collision detection and resolution, to create dynamic and realistic interactions within the game environment
- Integrated animations for characters and environment elements, enhancing visual appeal and user engagement by bringing the game world to life with dynamic movement and interactions
- Ensured a bug-free game by adhering to Unity's lifecycle principles, effectively managing resources and optimizing performance throughout development
- Developed custom handlers such as level handler, scene handler, and game handler to streamline gameplay management, enhance user experience, and facilitate seamless transitions between game elements

TECHNICAL SKILLS

Languages: JavaScript, HTML, CSS, C#, Python, Java, C

Frameworks: React, Node.js, Express.js, Flask, Selenium, ARFoundation, Mixed Reality Toolkit

Development Platforms/Tools: Git, GitLab, Jest, Linux, NUnit, NSubstitute, Unity, VS Code, Visual Studio

Libraries: Nodemailer, Socket.io, WebSocket, Mongoose, EmailJS, Mantine

Databases: MongoDB, MySQL

Methodologies: Unit Testing, Server-Side Rendering, Agile Methodologies, Object-Oriented Programming, Clean Coding, Scrum

OTHER SKILLS

Languages: English(C1), German(A1), Turkish(Native)

Soft Skills: Problem solver, Fast learner, Communication, Team player