ÇETİN TEKİN

FULLSTACK WEB DEVELOPER

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EDUCATION

Ege University

Tourism Guidance

2018 - 2021

ISAG - European Business School

Tourism (ERASMUS +)

2019 - 2020

Izmir University of Economics

Computer Programming

2022 - 2024

SKILLS

- FullStack Web-Dev
- Teaching & Mentoring
- Problem Solving
- Fast Learning
- Time Managment
- Teamwork
- Communication

ABOUT ME

Hello, I am Çetin Tekin. I am 23 years old, a programmer dedicated to improving myself in the web development field. I closely follow technological changes, make efforts to keep my knowledge up-to-date, and focus on learning new technologies.

I started learning software development in 2021 during the COVID-19 pandemic to make productive use of my free time while staying at home. In 2022, I enrolled in the Computer Programming department at Izmir University of Economics, where I am currently the top student with a GPA of 3.77. I am set to graduate in June 2024.

My goal is to complete my internships, start working as a young software engineer, and gain experience and expertise in my field.

TECHNOLOGIES

HTML
Advanced

CSS
Advanced

JavaScript
Upper Intermediate

TypeScript
Upper Intermediate

Node.js
Upper Intermediate

Java
Intermediate

C#
Intermediate

GO
Beginner

Express.js
Intermediate

Mongoose
Upper Intermediate

React
Upper Intermediate

React Redux
Below Intermediate

React Router
Below Intermediate

Tailwind
Advanced

Framer Motion
Below Intermediate

MySQL
Upper Intermediate

MSSQL
Upper Intermediate

MongoDB
Intermediate

Git / GitHub
Below Intermediate

RESTful API
Upper Intermediate

Figma
Upper Intermediate

ChatGPT

LANGUAGES

- Turkish
  Native
- English
  C1
- Spanish
  A2

HOBBIES

- Hiking
- Movies & Series
- Video Games
- Programming
- Swimming

CONTACT AND INFORMATION

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2000 June 22

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Github
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Linkedin
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CERTIFICATES

- JavaScript (Intermediate) Certificate - HackerRank
  hackerrank.com/certificates/ceef42d221f2

- Modern React with Redux - Stephen Grider
  udemy.com/certificate/UC-7418f3c1-bbf5-49f4-baaa-380b3010389f

- The Web Developer Bootcamp - Colt Steele
  udemy.com/certificate/UC-1cbac482-d612-4441-b17a-6fb76e74bc49

- Go: The Complete Developer's Guide - Stephen Grider
  udemy.com/certificate/UC-6b3b45b4-8f99-4c2f-bed7-91cf283aacc6

REFERENCES

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Mehmet Hepkorucu
Chief Information Security Officer
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Details of the references' contact information will be shared upon request.

PROJECTS

MORSE TRANSLATOR

Github Repository
github.com/LoyalEnv0y/Mors -Encode-Decode

Technologies Used
GO

An application that can perform translation between the Latin alphabet and Morse code, developed to gain more knowledge about the Go programming language. This project is my first software development endeavor.

Through this project, I strengthened the fundamentals of the Go language and enhanced my skills in writing tests.

PINGPONG SCORE KEEPER

Github Repository
github.com/LoyalEnv0y/Ping Pong-Score-Keeper

Technologies Used
HTML, CSS, JavaScript, Bootstrap

This project, which serves to track the score of a Ping Pong game, is my first small project related to web design.

I improved my knowledge of HTML, CSS, Bootstrap, and JavaScript, and learned how to manipulate the DOM structure.

LIBRARY MANAGEMENT SYSTEM

Github Repository
github.com/LoyalEnv0y/LibraryManagementSystem

Technologies Used
Java, OOP, Git, Github

A control panel system developed for a library's customers and library inventory. This system offers features such as administrator/user differentiation, ISBN validation, sorting of the book catalog, and sales tracking.

In this project, I enhanced my knowledge and experience in Object-Oriented Programming (OOP). By creating the project without using a database, I had the opportunity to understand the importance of using databases. Additionally, I grasped the value of writing tests in a project and using tools like GIT/GITHUB.

ALGORITHMS AND DATA STRUCTURES

Github Repository
github.com/LoyalEnv0y/Algorithms-and-Data-Structures

Technologies Used
Java, OOP, Algorithms, Data Structures, Git, Github

A course material I prepared to reinforce concepts of algorithms and data structures.

Through this project, I learned the usage and necessity of Big O notation, how to write algorithms such as search, sort, and recursion, and the fundamentals of data structures like arrays, maps, queues, stacks, linked lists, and trees.

TOMBALA

Github Repository
github.com/LoyalEnv0y/Tombala

Technologies Used
C#, OOP, Git, Github

I prepared a classic Turkish 'Tombala' game played with family and friends for the New Year's event. This program allows tracking the number of players, the number of cards each player will play, player names, card statuses, score table, and the drawn numbers.

Through this project, I gained significant practice in C# programming language and Object-Oriented Programming (OOP) concepts.

SQL AMAZON MOCK

Github Repository
github.com/LoyalEnv0y/SQL-Amazon-Mock-School-Project

Technologies Used
SQL Server

I developed a SQL Server-based database for online sales platforms, containing the data that needs to be stored on the site.

In this project, I learned how to plan before creating a database, the reasons and methods behind normalization, and the importance of storing passwords by hashing before storing them in the database.

BCRYPTER

Github Repository
github.com/LoyalEnv0y/Bcrypter

Technologies Used
HTML, CSS, JavaScript, NPM

I developed a website where users can securely hash their passwords using the Bcrypt algorithm and translate Morse Code.

In this project, I learned how to use third-party libraries and why builder tools like Webpack and Vite are necessary.

PARKPIN

Github Repository
github.com/LoyalEnv0y/ParkPin-V2

Technologies Used
HTML, CSS, JavaScript, Node.js, Express.js, Mongo, Mongoose, Ejs, Passport.js, JOI, Cloudinary, REST, NPM, Git, Github

ParkPin, an automated parking system, was developed collaboratively by me and my classmate Ayberk for a school project, with a joint effort spanning approximately 2-2.5 months. While I focused on developing the backend and some limited frontend components, Ayberk handled almost the entire frontend.

In ParkPin, users can create accounts, rent parking slots, register their vehicles, leave comments on the parking lots they used, and evaluate other user comments. Additionally, users have the ability to list, edit, and delete their own parking lots.

This project has been the most enriching experience for me in terms of backend design. I learned a lot about how to develop a backend application, the differences between backend and frontend, and topics such as RESTful API design. Moreover, I gained an understanding of why JavaScript UI libraries like React are crucial. I also had the opportunity to learn critical factors like project planning and communication with the team.

VANLIFE

Github Repository
github.com/LoyalEnv0y/ReactRouter-Basics

Technologies Used
HTML, CSS, JavaScript, React, React-Router, Tailwind, Figma, Netlify, CI/CD, Git, Github, NPM

VanLife is a platform designed to assist users in the process of renting vans for camping or travel. Users can also offer their own vans for rent.

While developing this project, my primary goal was to learn the React-Router library. Additionally, I gained experience in developing a responsive mobile site, using the TailwindCSS library, and understanding its necessity. I also learned how to publish a site using distribution services like Netlify.

DECKIO

Github Repository
github.com/LoyalEnv0y/MERN-Basics

Technologies Used
HTML, CSS, JavaScript, React, React Redux, React-Router, Figma, Node.js, NPM, Express.js, Mongo, Mongoose, Git, Github, Netlify, CI/CD

Deckio is a platform that allows users to create, edit, delete information decks, and add cards to these decks.

While developing this project, my primary goal was to learn the simple usage of the Redux-Toolkit library. Additionally, I had the opportunity to experience how the frontend and backend are integrated into the same codebase using platforms like Netlify and Render. Furthermore, I gained experience in developing full-stack applications with the MERN stack.

PORTFOLIO

Github Repository
github.com/LoyalEnv0y/Portfolio-V2

Technologies Used
HTML, CSS, JavaScript, React, Figma, Photoshop, Illustrator, UI Design, Node.js, NPM, Git, Github, Netlify, CI/CD

The portfolio page I designed to introduce myself.

This project has been the experience where I learned the most about frontend application development. I explored how UI design should be done through a total of four different design processes, covering concepts like Whitespace, Color, Typography, and Hierarchy. Additionally, I found the opportunity to learn how to evaluate people's ideas and suggestions.

BLADE RUNNER 2049 ALTERNATIVE POSTER

Technologies Used
Photoshop, Illustrator, Figma

Full Resolution Image
imgur.com/gallery/07hd5nD

The alternative Blade Runner 2049 poster that I prepared as the final project for the "Introduction to Computer-Aided Graphic Design" course to enhance my skills at Izmir University of Economics.

Through this project, I improved my knowledge of Photoshop and Illustrator.