

Mehmet Kaan Taspunar

Fullstack Developer

Me

- Recent graduate from Malmo University with a Bachelor's degree in Media Production and Process Design, aspiring to launch a career in Fullstack Development.
- Proficient in a wide range of front-end and back-end technologies, with hands-on experience in project development and collaboration.
- Demonstrated ability to tackle challenges and find innovative solutions through practical experience.
- Committed to creating efficient and user-friendly software solutions that meet client needs.
- Seeking opportunities to contribute to productive teams and drive impactful projects forward.

Contact

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Experiences

The Stepstone Group - Internship as Software Engineer, 2023/2024

- Became proficient in Google Cloud Platform, Pub/Sub, and BigQuery.
- Utilized OpenAI APIs to increase project functionality, resulting in a 20% improvement in user engagement.
- Developed "Ask Gandalf," an AI application that achieved ca 500 visits within the first three months of launch.
- Integrated newfound knowledge into practical solutions, resulting in a 15% reduction in project development time.
- Demonstrated ability to use cutting-edge technologies effectively, resulting in a 30% increase in project efficiency.
- Successfully tackled challenges and refined analytical thinking skills, leading to a 25% decrease in project bugs.
- Collaborated with a productive team to deliver projects on time and within budget.
- Hands-on experience and exposure to real-world projects contributed significantly to growth as a Software Engineer, leading to a promotion within 6 months.

Education

Malmo University - Bachelor's degree in Media Production and Process Design, 2023

Skills

Technical Skills	Soft Skills	Tools & Technologies	Languages
HTML	Analytical thinking	Visual Studio	Swedish
CSS	Attention to detail	Visual Studio Code	English
JavaScript	Time Management	Git / GitHub	Turkish
React	Teamwork	Insomnia	Kurdish
React Native	Communication	Adobe DreamViewer	German
Node.js	Flexibility	Adobe Figma	
PHP	Creativity	AdobeXD	
.Net Framework	Leadership	Postman	
Object-Oriented Programming	Organization	Android Studio	
Firebase	Self-Motivation	Miro / Trello	
Google Cloud Platform (GCP)		Blender	
SQL		IntelliJ / Atom	
RESTful APIs		Max	

Projects

Ask Gandalf

An Idea Analyser Application with AI Capabilities

An AI-powered application inspired by the legendary world of "The Lord of the Rings".

Skills: HTML, CSS, JavaScript, React, Node.js, Git, Google Cloud Platform (GCP), Firestore, Pub/Sub, BigQuery

About:

- "Ask Gandalf" takes your ideas on a transformative journey.
- Users input their thoughts.
- The application, powered by advanced AI algorithms, analyzes them from different perspectives.

- Results are presented in a visually engaging manner.
- Provides users with deeper insights into their ideas.

To Project: [Ask Gandalf](#)

Aganju's Wrath

A Top-down Pixel Game

A top-down adventure game crafted using the Phaser game engine.

Skills: HTML, CSS, JavaScript, PHP, Insomnia, GitHub

Version 1:

- Developed collaboratively, this version features Aganju with four skills designed to enhance strategic gameplay.
- While lacking in-game music, this iteration focuses on the intensity of battles and immersive combat sounds.

Version 2:

- Features 16 skills for enhanced gameplay.
- Includes upgradable equipment.
- Incorporates enriched audio-visual elements.
- Represents an evolution in gameplay, visuals, and overall player experience.

To Project: [Aganju's Wrath v1](#)

To Project: [Aganju's Wrath v2](#)

Project: HedyApp

An Instagram-like Web App

A heartwarming platform for special moments

Skills: PHP, JavaScript, CSS

About:

- "HedyApp" transforms birthday celebrations into a collaborative experience.
 - Users can create albums, upload photos, and share favorite moments.
 - The interactive comments feature encourages engagement and celebration.
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Mr. HangMan

A Hangman-like Mobile Game

A captivating mobile word game built using React Native

Skills: JavaScript, CSS, React Native with Expo CLI

About:

- Transforms the classic hangman game into a modern and interactive experience. Players can choose solo challenges or duel a friend on the same device.
- Engineered a versatile game structure featuring distinct word categories to enrich gameplay; Developed a point-based reward system for unlocking avatars, fostering player engagement and progression within the game environment.
- Developed a point-based reward system for unlocking avatars, fostering player engagement and progression within the game environment.

To Github Repo: [Mr. HangMan](#)

Portfolio

A Personal Website

A personal place that showcases my projects and skills.

Skills: JavaScript, CSS, Html, React, GCP

To Project: [Portfolio](#)

Custom APIs

PHP and .Net Framework Projects

Skills: JavaScript, CSS, PHP, Microsoft .Net EF

To Github Repo: [T. Teacher PHP - API](#)

To Github Repo: [AdventureWorks .Net EF API](#)

References

Erik Pineiro

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