Emre Bilici

Date of birth: 31/07/2003 | **Place of birth:** Istanbul, Turkey | **Nationality:** Turkish |

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ABOUT MYSELF

As a senior Digital Game Design student, I've spent recent years designing engaging experiences and solving problems through creativity. This journey led me to discover my passion for software development and the engineering behind interactive systems. I love bringing ideas to life through code — building tools and features that others can actually use makes me feel like an inventor.

Curious, analytical, and committed to continuous learning, I enjoy breaking complex challenges into clear solutions and adapting to new technologies quickly. I'm excited to keep growing, stay aligned with the latest advancements, and contribute to innovative projects where creativity and technology come together.

WORK EXPERIENCE

02/10/2024 - CURRENT - İSTANBUL, TURKEY

SOFTWARE SPECIALIST FLOWICK TEKNOLOJI HIZMETLERI A.Ş.

Developed innovative bots for the Bubble.io platform, utilizing **Python**, **Java** , **JavaScript** , **HTML**, and **CSS**.

Created translation bots to automate language processing tasks, seamlessly integrated into Bubble.io applications.

Designed and implemented email systems using **HTML** and **JavaScript** to enhance communication workflows and user interaction.

Built web scraping bots with **Python** for efficient data extraction and analysis, tailored specifically for the Bubble.io environment.

Utilized **HTML** and **CSS** to craft visually appealing and user-friendly interfaces within the platform.

Leveraged **JavaScript** for advanced automation and dynamic functionalities in Bubble.io projects.

10/08/2025 - CURRENT - ISTANBUL, TURKEY

SOFTWARE ENGINEER VIS TECHNOLOGY

Implemented secure authentication and authorization flows using **JWT** , integrating **React** frontends with **Spring Boot microservices**.

Built modern, responsive React interfaces with routing, protected pages, API service layers, and UI state management.

Developed **SAPUI5** business screens, **workflow components** , and dynamic form logic aligned with **enterprise credit-evaluation processes**.

Integrated **RabbitMQ**-based messaging pipelines to support asynchronous operations, notifications, and document-processing flows.

Optimized **PostgreSQL** and **MSSQL** queries, schemas, and stored procedures to improve performance, stability, and data consistency.

Designed **REST APIs** and microservice modules enabling seamless communication between frontend applications and backend services.

Collaborated with product and **QA** teams to analyze requirements, debug complex issues, and deliver high-impact production features.

EDUCATION & TRAINING

BACHELOR'S DEGREE IN DIGITAL GAME DESIGN (ONGOING), HIGH HONOR STUDENT (3 TIMES), AND RANKED IN THE TOP 3 IN THE DEPARTMENT (SPRING SEMESTER, 2023 ACADEMIC YEAR) - BEYKOZ UNIVERSITY

Throughout my studies, I built a strong foundation in game design principles, storytelling, and the development of interactive experiences—ranging from 2D/3D modeling and digital art creation to programming with C#, Unity, and Python. I gained experience in AI for games, multiplayer development, UI/UX design, and full-stack software practices, while also applying data structures, algorithms, debugging, and version control. Recognized as a High Honor Student multiple times, including a Top 3 departmental ranking in Spring 2023, I strengthened my skills through hands-on projects that emphasized collaboration, project management, cross-platform development, and continuous problem-solving.

Field(s) of study: Software and applications development and analysis , Database and network design and administration | **Final grade:** 3.8 | **Level in EQF:** 6 | **National classification:** Level 6 | **Type of credits:** ECTS Credits | **Number of credits:** 142 | **Website:** www.beykoz.edu.tr

● LANGUAGE SKILLS

Mother tongue(s): **TURKISH**

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	C1	C2	C1	B2	B2

● SKILLS

Programming Languages
Object-Oriented Programming | C / C# / C++ | Web Programming, Web Editing (HTML, CSS, Javasript) | Python | Java | SQL

Game Development Tools
Unity 2D

Version Control Systems
Git/Github, Docker, Gitlab | Docker, git, Jenkins, Microsoft Azure, Kuernetes

Design Tools
Procreate | Adobe Dreamweaver, Photoshop, Illustrator, Animate | Figma & Sketch | Graphic Design (Krita, Canva, Aseprite)

Office Tools
Microsoft Excel | Microsoft Office | Microsoft Powerpoint | Google Drive

Database Management
Databases: PostgreSQL, MySQL

Backend/Frontend Development Tools
Developing Website from Scratch | With one year of experience in Vue.js | Web scraping: docker, rabbitmq, redis | Parse and RESTful backend APIs integration, JSON parsing

Communication Tools
Social Media / Social Network

Soft Skills
Team Collaboration | Problem-Solving Skills