



EMİR CAN BAŞARAN

Computer Engineer



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Personal Website

ABOUT ME

I am a software developer committed to continuous learning and self-improvement in the rapidly evolving technology landscape. I prioritize clean code principles and sustainable solutions. With a disciplined work ethic and strong attention to detail, I aim to transform complex problems into efficient and scalable solutions. I am a team player with excellent communication skills and a strong sense of responsibility. I have experience in developing web and mobile applications, and I have worked on projects involving artificial intelligence technologies. Additionally, I am familiar with cloud platforms and have hands-on experience across various operating systems.

SKILLS

Front-End Development

- HTML, CSS, Bootstrap, JavaScript, TypeScript, Angular Framework, Opencart Framework

Back-End Development

- Python, Flask, C#, .NET Framework, ASP.NET Core Web API, Entity Framework

Database Technologies

- PostgreSQL, Microsoft SQL Server, Redis, MongoDB, MySQL

Version Control Tools

- Bitbucket, Git, Github, GitLab

EXPERIENCE

HOMETECH A.Ş

Computer Engineer

06/2024 – currently
Küçükçekmece/İstanbul

- I work as a software developer and team leader on projects conducted within the R&D center. Prior to this, I managed the development, maintenance, and technical support processes of corporate websites. Additionally, I actively participated in software and hardware testing of new computer models.
- In the projects I have been involved in, I developed AI-based systems using Python. I created RESTful APIs with Flask to integrate these systems with various platforms. I also developed mobile applications using Java. I gained experience working on the Google Cloud Platform and had opportunities to work with Linux-based systems. Furthermore, I developed AI-supported chatbots and promotional pages for corporate and OpenCart-based websites, integrating them responsively into the sites.

- During my internship, I developed a web application that allows users to calculate their monthly payment amount and payment schedule based on loan amount and term.
- I developed the back-end of the application using ASP.NET Core Web API and the front-end using Angular. For database management, I applied the Code First approach using Microsoft SQL Server and Entity Framework. Within the API, I structured the data access, business logic, and presentation layers according to the principles of a multi-layered architecture. Additionally, I implemented caching strategies through Redis integration to optimize API performance.

PROJECTS

Graduation Project

- As part of my graduation project, I developed a machine learning-based mobile application that enables individuals with posture disorders to analyze their own posture and detect abnormalities.
- I developed the application using Java. For database management, I utilized the Authentication and Firestore Database services on the Google Firebase platform. To detect posture, I integrated and used the Google ML Kit Pose Detection API, providing users with manual adjustment options. I also developed the necessary numerical calculation algorithms for detecting posture disorders, enabling users to perform posture analysis. Additionally, I created a page that offers personalized exercise recommendations based on the user's posture analysis results.

Personal Projects

- **E-Commerce Web Application** — Developed a web application that allows users to buy and sell products. Used ASP.NET Core Web API for the back-end and Angular for the front-end.
- **Custom Web Interface for Businesses** — Created a customizable web interface for businesses to present digital menus. Designed the interface with Angular in a responsive and modern structure.
- **Corporate Complaint Management System** — Developed a desktop application for categorizing and managing corporate complaints. Handled data processing and analysis using Python.
- **Digital Music Platform** — Built a desktop application where users can like music and follow other users. Used Java and MySQL technologies in the development.
- **Android Mobile Memory Game** — Developed a movie-themed card-matching game that offers memory exercises to users. Created the application using Java and the Google Firebase platform.
- **Morse Code Converter** — Developed a desktop application that performs text-to-Morse and Morse-to-text conversions in both written and audio formats. Implemented all functionalities using Java.

EDUCATION

Kocaeli University

Computer Engineering

09/2019 – 11/2023

Kocaeli

Adile Mermerci Anatolian High School

Anatolian High School

09/2015 – 06/2019

İstanbul

LANGUAGES

Turkish — Native language | **English** — B2 level | **German** — A1 level