BERK COHADAR | Front End Engineer

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SUMMARY

CS graduate and adept Front-End Engineer focusing on mobile-first web development. 2+ years of solid experience working with React.js, Next.js, and Python Django. Proficient in responsive design, adaptive design, UI/UX design, API design, and database design. Goal-oriented and quick-learner.

SKILLS

Frontend: JavaScript | React.js | Next.js | HTML | CSS | SASS | UI/UX Design.
Backend: Python | Django | Node.js | SQL | Rest APIs.
Mobile: React Native | Swift.

PROFESSIONAL EXPERIENCE

Partisepeti.com, Istanbul, Turkey   *Nov '18 – Aug '22*

Front-End Engineer | May '20 – Aug '22

Webmaster Intern | Nov '18 – May '20

- Designed and developed entire [multi-vendor e-commerce React app](#) that scales for 1M+ users.
- Developed vendor and admin dashboards using **React.js** and **Python Django.**
- Resulted in partnership with 3+ new e-commerce companies and **increased company profit**.
- Implemented **Next.js** to create server-side rendered pages for enhanced SEO.
- Created 50+ reusable React components, enriched by **Redux** and **React Hooks** state management.
- Constructed **Rest APIs** and **relational** database models using **Python Django** and **Postgres**.

BTO Store – **Freelance Frontend Developer** | Edwardsville, IL   *Nov '21 - Feb '22*

- Developed an e-commerce single-page application using **React.js**. See [product.](#)
- Resulted in the company's approval as an Amazon seller.
- Designed UI in **Figma**, then converted to responsive React app with **JavaScript** and **HTML/CSS**.
- Implemented **React Hooks** for state management to handle application life-cycle processes.

All Paws Inn – **Full-Stack Developer Intern** | Binghamton, NY   *Aug '21 – May '22*

- Built user-friendly GUI with **Python** and **PyQt5** for daily business operations.
- Resulted in the **acceleration** and **facilitation** of the company's daily business operations.
- Created ERD and ERM for entire business and implemented a **relational** database with MSSQL.
- Experienced each phase of SDLC with weekly sprints led by the Project Manager.

EDUCATION

🎓 **SUNY Binghamton University & Istanbul Technical University**   *Aug '18 – May '22*
B.S. in Information Systems Engineering, Dual-Diploma Program

INDIVIDUAL PROJECTS

Personal Portfolio– React App   *Oct '22 – Nov 22'*

- Developed a **React** app as my personal portfolio.

Scistone Design – Reusable React Components Library (Open-source) | Scistone   *Jun '22 – Present*

- Developed a **React UI Components Showroom** app. See repository.
- Created 10+ **reusable** and **scalable** React components that accept arbitrary inputs**.**
- Created **npm package** and published it publicly.

Seller Dashboard – React App **|** Scistone & Partisepeti   *May '21 – May 22'*

- Developed a **React** app for administrative use.
- Resulted in its use as a **seller dashboard** in the **Partisepeti** project.
- Developed charts, graphs, and tables where users view **periodical sales** and **income statements**.
- Implemented an **API layer** with Axios to transfer data between the dashboard and database.
- Implemented **React-Hooks** to handle state management in application life cycle.

Party Maps – iOS App | Coursework at Binghamton University   *Aug '21 – Dec '21*

- Developed a 2-pages iOS application using **Swift**.
- Aimed to create a social media platform where people create events and send or request invitations.
- Application shows nearby events with event details and participant list.
- Integrated Google Maps APIs and custom API layer to communicate backend server.

Bearcat Ninja – iOS Game | Coursework at Binghamton University   *Aug '21 – Dec '21*

- Developed a 5-pages iOS game using **Swift** and **Sprite**.
- Game pages; main menu page, gaming page, level selection page, high-scores page, and settings page.
- Player constantly moves upwards by overcoming obstacles, collecting points and escaping from fire.

Ping Pong Game – iOS Game | Coursework at Binghamton University   *Aug '21 – Dec '21*

- Developed a 2-page simple iOS game using **Swift** and **Sprite**.
- The game consists of 2 players. Both players control a board to hit the ball.
- Player collects points as they score against the opponent.

WORK AUTHORIZATION

I currently have F1 visa and hold a valid **EAD card**. As an **EAD holder**, I am authorized to work in the USA for the next **3 years** without the need for any sponsorship.