Burak Sarıbaş

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SUMMARY

Aspiring software engineer passionate about building scalable and efficient web applications. Skilled in frontend and backend development, eager to learn, and committed to delivering clean, user-friendly solutions in collaborative team environments.

EXPERIENCE

Software Development Intern

ID3   **January 2024 – June 2024, İstanbul, Turkey**

· Supported back-end development processes, contributed to database design and API integrations.
· Conducted debugging and code improvement studies for performance optimization of in-house software tools.
· Participated in project planning and analysis processes with team members.
· Conducted research and reporting on the integration of new technologies and updating of existing systems.

PROJECT

Rossi Hotel Website

www.rossiotel.com

· Developed a responsive hotel website using Next.js, TypeScript, Tailwind CSS, shadcn/ui, Supabase, Prisma, and Resend for email notifications.
· Designed and implemented a user-friendly admin panel for efficient content management and streamlined operations.
· Optimized SEO with metadata, structured data, and performance enhancements to improve search engine visibility.

Todo Mark (Firefox Extension)

addons.mozilla.org/en-us/firefox/addon/todo-mark/

· Developed a Firefox browser extension using JavaScript, Web Extensions API, HTML, and CSS.
· Enables users to mark web pages as todo items for task management.
· Published on the Mozilla Add-ons Store, demonstrating deployment and distribution.

Portfolio OS

buraksaribas.github.io/

· Created an interactive portfolio application using React, TypeScript, and Tailwind CSS.
· Features a terminal emulator for command-based navigation and dynamic window management.
· Showcases full-stack development skills through a visually engaging interface.

Fight & Survive (Graduate Project)

· Developed an action-survival game using Unreal Engine 5, C++, and Blueprint.
· Implemented custom game mechanics, AI systems, and 3D assets.
· Combined survival, deathmatch, and rogue-like elements for a dynamic gameplay experience.

EDUCATION

Bachelor of Science Software Engineering

İstanbul Topkapı University · Turkey · 2024 · 3.4/4.0

CERTIFICATIONS

Introduction to Unreal Engine 5

RealityForge · 2023

SKILLS

Programming Languages: Java, JavaScript/TypeScript, Python, Go, PHP, C/C++
Frontend: React, Next.js, HTML5, CSS3, Tailwind CSS, Bootstrap
Backend: Spring Boot, Node.js, Express.js, Laravel, REST APIs
Database: MySQL, PostgreSQL, MongoDB, Redis
DevOps & Tools: Docker, Git/GitHub, Linux, Neovim
Testing & Security: JUnit, Jest, Postman, JWT, OAuth2

Game Development: Unreal Engine 5, Blueprint

Languages: English (Professional working proficiency), Turkish (Native)