








Burak Şen Full Stack Software Developer

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PROFESSIONAL EXPERIENCE

Full Stack Software Developer


Jul 2024 – present | Munich, Germany

TUM Commonroad 

- Worked as part of a team developing the TUM Commonroad autonomous driving framework's website.
- Developed **new features** and **maintained** the frontend and backend, improving **website performance and usability**.
- **Optimized page creation** by **rendering markdowns**.
- Technologies used are **ReactJS, Python, Django, Docker, MaterialUI**

Asistant Student (Software Development)


Dec 2022 – Oct 2023 | Munich, Germany

TUM School of Computation, Information and Technology 

- Is **assistant student** of **Dr.-Ing. Michael Zwick**.
- Have been developing a **module creator/editor app** for **TUM School of Computation, Information and Technology**.
- Used technologies: **ReactJS, ExpressJs, CouchDB, Docker, Redis, Nginx, Shibboleth SP**.

Software Engineer


Apr 2022 – Aug 2022 | Istanbul, Turkey

Map E-Commerce & Data Services Inc. 

- Is part of a team that works on **supply chain applications**.
- **Optimized data flow between systems** using **EDI, XML, JSON, and VDA, reducing processing time by 15%**.
- **Mapping** between data files in **C++ and PHP, XML to EDI, JSON to VDA, XML to JSON** etc.
- Used technologies: **NodeJS, C++, PHP**

Data Science Intern

Nov 2021 – Jan 2022 | Istanbul, Turkey

T.R. Presidential Human Resources Office 

- Was part of a team that worked on **data science applications** in the Human Resources department that develops **national projects**.
- Work on **data manipulation** and **data visualization** with **R language**.

Software Development Intern


Aug 2021 – Sep 2021 | Istanbul, Turkey

IBM 

- Was part of a team that worked on **IBM's BPM (Business Process Manager)**.
- Worked on a **customers service application** and **maintained the application**.
- Added **multi-language support**.
- Used technologies: **Java, Javascript**.

Software Development Intern

Jul 2021 – Aug 2021 | Istanbul, Turkey

Dogus Technology 

- Was part of a team that worked on an **automotive customer service application** in the finance department.
- Created a page in the **customer service application (With ASPX)**.
- Worked on a **UI for pairing pos devices** to the application.
- Used Technologies: **ASP.NET, MS-SQL**.

EDUCATION


Master of Science in Informatics

Oct 2022 | Munich, Germany

Technical University Of Munich 

Bachelor of Science in Computer Engineering

Sep 2017 – Jun 2022 | Istanbul, Turkey

Istanbul Technical University 

- GPA: 3.16

PROJECTS

burakssen.com

Nov 2023 – present

Personal portfolio website

- Developed a **portfolio page** for **showcasing my experiences and projects**.
- Implemented with **ReactJS, Vite, TailwindCSS, Shadcn/ui**

QuitMe

May 2024 – present

A macOS utility application for terminating ui applications.

- Developed using **swift** and **swift ui**.
- Implemented **custom delegate** for fetching running applications.
- Added **launch on login** functionality
- Implemented an **Ignore list for applications**.
- Implemented **custom shortcuts** for improved user convenience.

Kanban-Board

Feb 2024 – Mar 2024

A simple Kanban-Board

- Developed a simple **Kanban Board application**.
- Implemented with **NextJS, Framer-Motion** and **Typescript**.

Path Finding Visualiser

Jan 2024 – Feb 2024

A visual path finding algorithm implementation.

- Implemented **Multiple path finding algorithms**.
- **Animated visuals** created.
- Implemented **A*, Dijkstra, BFS, DFS** algorithms.
- **Pit Stops** added for **A* algorithm**.
- **Pause/Resume** functionality.

Boids

Jan 2024 – Feb 2024

A flocking simulation written in C++

- An implementation of **Craig Reynolds'  flocking algorithm**.
- It has three separate stages: **Separation, Alignment, Cohesion**
- Used technologies: **C++, raylib **

Linear Regression Visualization

Jan 2024 – Feb 2024


A Linear Regression Visualization using C++ and Raylib

- A simple **linear regression visualisation**.
- UI is written with **C++ Raylib library**
- The result is shown by a **line drawn on the graph** and its equation.

Game of Life

Jan 2024 – Feb 2024




A Conway's game of life implementation on C++

- **Conway's game of life** a basic **life simulation** with simple rules.
- Implemented a **grid system** which can **create big or small cells**.
- Implemented **pause simulation** feature.
- Used technologies: **C++, CMake**
- Used frameworks: **raylib **

Sorting Visualiser

Jan 2024 – Jan 2024

A sorting visualisation application written in C++.

- Developed **multiple sorting algorithms**.
- **Visualisation** for each algorithm.
- **Live update** on visual representation of the arrays.
- Notable algorithms: **HeapSort, MergeSort, QuickSort**
- Used technologies: **C++, CMake**
- Used frameworks: **raylib  , ImGui  , rllmGui **

ORGANIZATIONS

ITU ACM Student Chapter

Sep 2019 – Jun 2021 | Istanbul, Turkey

Member

- Have been an **instructor for the ITU ACM C course**.