Burak Şen Full Stack Software Developer

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💼 PROFESSIONAL EXPERIENCE

Full Stack Software Developer   07/2024 – present | Munich, Germany
TUM Commonroad 🔗
- Is part of a team that works on **tum commonroad autonoumus driving framework**'s website.
- Developed and maintained the **frontend** and **backend** part of the website.
- Technologies used are **ReactJS, Python, Django, Docker, MaterialUI**

Asistant Student (Software Development)   12/2022 – 10/2023 | 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   04/2022 – 08/2022 | Istanbul, Turkey
Map E-Commerce & Data Services Inc. 🔗
- Is part of a team that works on **supply chain applications**.
- Worked on **data flow** with **EDI, XML, JSON and VDA.**
- **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   11/2021 – 01/2022 | 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   08/2021 – 09/2021 | 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   07/2021 – 08/2021 | 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   10/2022 | Munich, Germany
Technical University Of Munich 🔗

Bachelor of Science in Computer Engineering 09/2017 – 06/2022 | Istanbul, Turkey
Istanbul Technical University 🔗
- GPA: 3.16

📂 PROJECTS

burakssen.com 🔗   11/2023 – present
Personal portfolio website
- Developed a **portfolio page** for **showcasing my experiences** and **projects.**
- Implemented with **ReactJS, Vite, TailwindCSS, Shadcn/ui**

QuitMe 🔗   05/2024 – present
A macOS utility application for terminating ui applications.
- Developed using **swift** and **swift ui.**
- **Custom delegate** for fetching running applications.
- **Launch on login** functionality
- **Ignore applications** list.
- **Custom shortcut** functionaliy.

Kanban-Board 🔗   02/2024 – 03/2024
A simple Kanban-Board
- Developed a simple **Kanban Board application.**
- Implemented with **NextJS, Framer-Motion** and **Typescript.**

Path Finding Visualiser 🔗   01/2024 – 02/2024
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 🔗   01/2024 – 02/2024
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 🔗   01/2024 – 02/2024
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 🔗   01/2024 – 02/2024
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 🔗   01/2024 – 01/2024
A sorting visualisation application written in C++.
- Developed **multiple sorting algorithms**.
- **Visualisation** for each algorithm.
- **Live update** on visual representation of the arrays.
- Notable algoritms: **HeapSort, MergeSort, QuickSort**
- Used technologies: **C++, CMake**
- Used frameworks: **raylib** 🔗 **, ImGui** 🔗 **, rlImGui** 🔗

🏠 ORGANIZATIONS

ITU ACM Student Chapter 🔗   09/2019 – 06/2021 | Istanbul, Turkey
Member
- Have been **an instructor for the ITU ACM C course.**