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.**
- Technologies used are **ReactJS, Python, Django, Docker, MaterialUI**
- **Optimized page creating** by **rendering markdowns**.

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 algoritms: **HeapSort, MergeSort, QuickSort**
- Used technologies: **C++, CMake**
- Used frameworks: **raylib** , **ImGui** , **rlImGui**

ORGANIZATIONS

ITU ACM Student Chapter Sep 2019 – Jun 2021 | Istanbul, Turkey
Member
- Have been **an instructor for the ITU ACM C course.**