


Burak Şen Full Stack Software Developer

burakssen.com [Munich, Germany](https://www.linkedin.com/in/burak-ssen) buraksen7@hotmail.com [linkedin.com/in/burak-ssen](https://www.linkedin.com/in/burak-ssen)
github.com/burakssen

WORK EXPERIENCE

Full Stack Software Developer


Jul 2024 – present | Munich, Germany

TUM Commonroad 

- Spearheaded the enhancement of the TUM Commonroad autonomous driving framework's website, serving **500+ active users** and **boosting engagement metrics by 15%**.
- Ensured **99% application uptime** through robust backend management and proactive maintenance.
- Optimized page creation workflows by implementing efficient Markdown rendering solutions.
- Utilized technologies including **ReactJS, Python, Django, Docker, and MaterialUI** to deliver high-quality software solutions.

Asistant Student (Software Development)

Dec 2022 – Oct 2023 | Munich, Germany

TUM School of Computation, Information and Technology 

- Developed a **module creator/editor application** for the TUM School of Computation, Information and Technology, managing the project from inception to deployment.
- Architected and deployed a module editor application that accelerated workflow efficiency by **10% for 100+ faculty members**, while **reducing training time for new users**.
- Designed a robust system architecture using **ReactJS, ExpressJS, CouchDB, Docker, Redis, Nginx, and Shibboleth SP** to ensure scalability and reliability.

Software Engineer


Apr 2022 – Aug 2022 | Istanbul, Turkey

Map E-Commerce & Data Services Inc. 

- Engineered supply chain solutions, improving **data interoperability** and **reducing system processing time by 15%**.
- Engineered a **high-throughput data conversion system processing 150 million EDI messages annually**, seamlessly handling **XML, JSON, and VDA** format conversions with **99.9% accuracy**.
- Maintained a **Go backend** responsible for managing **hundreds of products**, ensuring system reliability and scalability.
- Utilized technologies such as **NodeJS, C++, and PHP** to deliver efficient and high-performance solutions.

Data Science Intern

Nov 2021 – Jan 2022 | Istanbul, Turkey

T.R. Presidential Human Resources Office 

- Contributed to the development of **data science applications** in the Human Resources department, supporting national-level projects.
- Orchestrated analysis and visualization of **10-million-row datasets** using **R**, **generating actionable insights** that guided national-level HR policy decisions.
- Created clear and interactive visualizations to support decision-making and enhance project outcomes.
- Played a key role in ensuring data accuracy and optimizing workflows for large-scale datasets.

Software Development Intern


Aug 2021 – Sep 2021 | Istanbul, Turkey


IBM 

- Collaborated with the enterprise BPM team to **enhance IBM's Business Process Manager platform, serving 50+ enterprise customers**.
- Engineered and maintained **critical customer service application features**, ensuring **99.9% platform availability**.
- Implemented **dual-language support** (English/Turkish), expanding **service accessibility** for **international customers**.
- Leveraged Java and JavaScript to **deliver robust, scalable solutions** aligned with enterprise architecture standards.

Software Development Intern


Jul 2021 – Aug 2021 | Istanbul, Turkey

Dogus Technology 

- Engineered key features for an enterprise **automotive finance platform** serving **20+ companies and thousands of users**.
- Architected and deployed an **ASPX-based vehicle feature listing portal, streamlining inventory management for dealerships**.
- Developed an **intuitive POS device integration interface**, establishing **groundwork for company-wide payment system rollout**.
- Leveraged **ASP.NET ** and **MS-SQL** to build **scalable, enterprise-grade** solutions serving **multiple dealership networks**.


EDUCATION

Master of Science in Informatics

Technical University Of Munich 

Oct 2022 | Munich, Germany

Bachelor of Science in Computer Engineering

Istanbul Technical University 

Sep 2017 – Jun 2022 | Istanbul, Turkey

- GPA: 3.16

PROJECTS

burakssen.com

Personal portfolio website

Nov 2023 – present

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

QuitMe

A macOS utility application for terminating ui applications.

May 2024 – present

- 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

A simple Kanban-Board

Feb 2024 – Mar 2024

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

Path Finding Visualiser

A visual path finding algorithm implementation.

Jan 2024 – Feb 2024

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

Boids

A flocking simulation written in C++

Jan 2024 – Feb 2024

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

Linear Regression Visualization

A Linear Regression Visualization using C++ and Raylib


Jan 2024 – Feb 2024

- 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

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




Jan 2024 – Feb 2024

- **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

A sorting visualisation application written in C++.

Jan 2024 – Jan 2024

- 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 ** , **rllmGui **

ORGANIZATIONS

ITU ACM Student Chapter 

Sep 2019 – Jun 2021 | Istanbul, Turkey

Member

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