

Deniz Sarıbayır

Computer Engineer

CONTACT

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SUMMARY

Computer Engineer with experience in web and mobile application development. Skilled in C#, .NET, React.js, Unity, and Android. Delivered end-to-end projects from concept to deployment. Focused on creating practical solutions and enhancing usability.

WORK EXPERIENCES

Index Group **Oct. 2022 - Present**
Software Development Assistant Specialist **Istanbul**

Index Group is a leading firm in the technology industry, dedicated to executing impactful digital transformation projects and enhancing e-commerce capabilities.

- Performed testing and documentation for www.indexgruppazar.com, followed by active development with React and .NET.
- Collaborated with the internal project management team and external development firm to align goals, report issues, and ensure project progress.
- Led the development and testing of a Digital Warranty Certificate system using ASP.NET MVC, managing the full software lifecycle.
- Built an internal company dashboard using ASP.NET MVC, integrating custom themes and templates to enhance UI/UX.
- Strengthened skills in backend development, MSSQL database management, testing workflows, and collaborative coding practices.

Hepsiburada **Aug. 2022**
Intern **Istanbul**

Hepsiburada is one of Turkey's largest e-commerce platforms, offering a wide range of products and services.

- Installed and configured Windows and macOS systems for end users.
- Conducted hardware diagnostics, upgraded RAM and SSD, provided tech support.

HepsiJET **Jun. 2022 - Jul. 2022**
Intern **Remote**

HepsiJET is a leading logistics service provider in Turkey, specializing in fast delivery solutions and supply chain management.

- Engaged in Android app development using Java and Kotlin in Android Studio.
- Developed several mobile applications and completed the [Random Tools](#) project.

EDUCATION

Sakarya University **2018 - 2022**

Bachelor of Science, Computer Engineering

- GPA: 2.93/4.0

Ataköy Cumhuriyet Anadolu Lisesi **2014 - 2018**

REFERENCES

Prof.Dr. Ahmet Zengin

Sakarya University

azengin@sakarya.edu.tr

SKILLS, LANGUAGES & INTERESTS

- Skills:** Software Development; Game Development; ASP.NET; React.js; C#; SQL Server; HTML; CSS; Unity; C++; JavaScript; Java
- Languages:** English (B2)
- Interests:** Game Development; Web Programming; Chess; My Cats; Philosophy Books; Video Games; Movie; Anime; Cosplay

PROJECTS

Index Grup Pazar

Oct. 2022 – Present

- Collaborated with the development team to analyze issues and provide actionable feedback during the testing phase.
- Became part of the project management team, completed all testing, and wrote technical documentation to ensure clarity and accuracy.
- After production, took over frontend development with React and backend development with .NET, enhancing application performance and user experience.

Garanti-Index

Jul. 2023 – Sep. 2023

- Developed the backend using .NET and JavaScript to digitize warranty certificates and user manuals, optimizing data retrieval and storage processes. Set up IP-based access control and session-based login system.
- Set up IP-based access control and session-based login system, enhancing user security and preventing unauthorized access to sensitive information.
- Created custom authorization based on user roles and site features, ensuring secure access tailored to specific user needs and site functionalities.
- Led the testing process to ensure the application worked correctly and reliably, facilitating immediate feedback and continuous improvement during development stages.

Spaceship Starcraft

Feb. 2022 – Apr. 2023

- Developed a 2D space-themed Android game using Unity, featuring story mode, additional game modes, market system, and achievements.
- Designed and implemented all game mechanics, UI systems, and gameplay logic.
- Created all visual assets and animations using Aseprite.
- Managed the entire game development lifecycle—from concept to publishing on Google Play.

Road to Heroism - Beginning of the Heroism

Oct. 2021 – Jun. 2022

- Developed two 2D Android games in Platformer and Base Defense genres using Unity.
- Took full responsibility for coding, level design, and overall game structure.
- Implemented gameplay features including a skill system and in-game market mechanics.
- Designed engaging stages and combat dynamics to enhance player progression and replayability.
- Managed all aspects from development to publishing on Google Play.

Random Tools

Jun. 2022 – Jan. 2023

- Developed a multi-purpose utility app in Kotlin as a post-internship project.
- Includes features such as password storage, location and link saving, percentage and list calculations, random draws, and timers/stopwatches.
- Designed as an all-in-one tool for daily tasks, focusing on functionality and simplicity.