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, Android, and MSSQL. Delivered projects from start to finish, focusing on practical, user-friendly solutions. Strong problem-solving skills with an emphasis on clean code and teamwork. Continuously improving development skills.

WORK EXPERIENCES

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

- Performed testing and wrote clear documentation for the B2B website to ensure quality and smooth updates.
- Worked closely with project managers and outside developers to coordinate tasks, report problems, and keep the project on track.
- Improved code to fix performance problems, making the application faster and easier to use.
- Connected SAP RISE services to enable smooth communication and data sharing across the system.
- Led the development and testing of a Digital Warranty Certificate system using ASP.NET MVC, managing the whole process from start to finish.
- Built an internal dashboard using ASP.NET MVC, adding custom themes and templates to improve the look and usability.
- Gained stronger skills in backend development, managing MSSQL databases, testing, and working well with the team on coding.

Hepsiburada   Aug. 2022
Intern   **Istanbul**

- 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**

- Contributed to Android app development using Java and Kotlin with Android Studio.
- Worked with Google services such as Maps API and Location Services to integrate maps and save user locations.
- Implemented local database storage using SQLite for offline data persistence.
- Developed and completed the Random Tools project — a multifunctional mobile app including:
  - Draw lot, list calculator, location saver, link saver, random password generator, basic calculator, gained hands-on experience in combining different features into a single, user-friendly mobile application.

EDUCATION

Sakarya University   Sep. 2018 - Sep. 2022
Bachelor of Science, Computer Engineering
- **GPA: 2.93/4.0**

Ataköy Cumhuriyet Anadolu Lisesi   Sep. 2014 - Jun. 2018

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
- Helped find and report bugs during the testing phase by using test cases and checking user flows.
- Wrote clear technical documentation, explaining how the system and APIs work.
- Developed frontend features using React.js, focusing on clean design and reusable components.
- Built backend features with ASP.NET MVC, creating RESTful APIs and working with Entity Framework and MSSQL.
- Integrated external services, including SAP RISE, using custom-built service layers.
- Improved app speed by making database queries faster and optimizing how data is shown on the frontend.

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.