

# Dilek Baykara *Software Engineer*

✉ baykara.d@gmail.com 📍 Brooklyn, New York ☎ 862 • 219 • 9591 🖱 <https://dilekbaykara.github.io/portfolio/>  
🔗 <https://github.com/dilekbaykara> **in** <https://www.linkedin.com/in/dilekbaykara/>

## Skills

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- Languages: Javascript, Typescript, HTML, CSS
- Frameworks: React, Node.js, Jest, Puppeteer
- Tools: VSCode, npm, webpack, Git
- Mac/Pc Proficient: Adobe Photoshop, Illustrator, InDesign, After Effects
- Traditional artmaking skills include drawing, painting, and printmaking

## Work Experience

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### Robert Graham

2021 - Present

*Associate Graphic Designer*

- Developed Graphics and artwork for Robert Graham mainline knits and wovens
- Initiated the use of DALL E 2 for creating artwork for the design team.
- Implemented the use of Node.js to generate artwork.

### Freelance Illustrator

2013 - Present

*Client list includes:*

- Scientific American • Fast Company • Rhino Entertainment (Grateful Dead)
- AARP Magazine • The New Republic • Bust Magazine • The Boston Globe
- The Intercept • Car and Driver

## Selected Projects

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### To Do List

*React, Typescript, CSS*

**Live:** <https://dilekbaykara.github.io/to-do-list/>

### Weather App

*React, Typescript, Public API, CSS*

**Live:** <https://dilekbaykara.github.io/weather-app/>

## Open Source

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### eBird Crawler

*Node.js, Puppeteer, Typescript*

**Live:** <https://github.com/dilekbaykara/bird-crawler>

- Collaborated on a project for birders. eBird crawler crawls the Cornell database and iterates through checklist pages. Map data is extracted and concatenated into a single large map.

## Education

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### School of Visual Arts

2013

*Bachelor of Fine arts in Illustration*