

Dilek Baykara *Software Engineer*

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Skills

- 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

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

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

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

School of Visual Arts

2013

Bachelor of Fine arts in Illustration