Tahir Furkan Sarıdiken

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WORK EXPERIENCE

⊞ NEXUS SOLUTION DOOEL SKOPJE – SKOPJE, NORTH MACEDONIA
Department Software Development | **Email** info@nexus-solution.xyz | **Website** www.nexus-solution.xyz

FULL-STACK DEVELOPER INTERN – 27/01/2025 – 27/03/2025

I enjoyed an Erasmus Internship at Nexus Solution DOOEL Skopje, where I headed the development and implementation of the Digital Inspector platform:

– Frontend & UI: Developed a ReactJS admin dashboard with Material-UI for municipal inspectors to manage cases and view daily tasks.
– Backend & Services: Created the Node.js API and integrated it with Firebase Auth, Storage, and Firestore for secure user control and real-time data synchronization.
– Mapping & Mobile: Built OpenStreetMap-based interactive maps and routing, and constructed a GPS bridge to project live inspector locations in a Java-based Android app with push notifications and offline data storage.
– DevOps & Infrastructure: Provisioned and configured Linux servers, installed Proxmox for virtualization, deployed SAP Business One containers, and implemented CI/CD pipelines for automated building and deployment.
– Cross-Functional Collaboration: Worked in Agile sprints with distributed teams, refined requirements with stakeholders, and delivered polished features on a tight schedule.

In this regard, I enhanced my full-stack development skills-from ReactJS and Node.js through Android and Firebase-and fortified my DevOps experience in virtualization, server management, and continuous delivery.

⊞ IYIMAKINA BILGI TEKNOLOJILERI A.Ş. – İSTANBUL, TURKEY
Department Software Development | **Website** www.iyimakina.com

FRONT-END DEVELOPER INTERN – 01/09/2023 – CURRENT

I've been a Frontend Developer Intern at iyiMakina since September 1, 2023, where I...
– develop and maintain two React.js web applications with pixel-perfect, responsive UIs;
– build a cross-platform React Native mobile app, integrating camera and geolocation APIs;
– design and implement reusable UI component libraries to accelerate feature rollout;
– integrate and consume RESTful APIs while collaborating closely with backend engineers;
– occasionally contribute to Node.js/Express backend development and model data in MongoDB;
– follow Agile best practices (stand-ups, sprint planning, code reviews) to deliver high-quality code on schedule.

⊞ MEPSAN A.Ş. – KONYA, TURKEY
Department R&D | **Website** www.mepsan.com.tr

FLUTTER DEVELOPER INTERN – 01/08/2023 – 01/09/2023

I completed my mandatory internship at MEPSAN A.Ş. as a Flutter Developer Intern, where I:
– spearheaded development of a cross-platform weather app using Flutter;
– integrated Firebase for real-time data storage and notifications;
– designed and managed relational data in MySQL;
– consumed and built RESTful APIs for seamless data exchange;
– honed my teamwork, problem-solving, and professional discipline through hands-on project ownership.

EDUCATION AND TRAINING

15/08/2020 – CURRENT Konya, Turkey
COMPUTER ENGINEERING KTO Karatay University

Website www.karatay.edu.tr | **Field of study** Engineering, manufacturing and construction | **Level in EQF** EQF level 6

01/08/2023 – 01/07/2024 Konya, Turkey
GOOGLE DEVELOPER STUDENTS CLUB LEAD Google Developer Students Club KTO Karatay University (GDSC KTO)

During my role as Google Developer Student Clubs Lead at GDSC KTO Karatay University (Aug 2023 – Jul 2024), my responsibilities included:
– I received selection from Google to manage our chapter operations while developing directional plans for our local group which matched the international GDSC standards.
– I created a central group of student leaders who I trained and supervised while building a culture of teamwork and joint leadership.
– Through my leadership I planned a comprehensive series of educational activities which included web, mobile, and cloud technology workshops and hackathons and guest speaker events.
– Through my leadership I developed professional alliances with new startups and technology sponsors who provided resources and prizes for our members and mentoring support.
– Through my leadership I created specific goals together with key performance indicators which led to a 50% growth in our community participation rates.
– I managed all event organizational tasks including venue selection, promotional activities and budget control and post-event reviews to ensure professional event delivery with continuous organizational development.

The leadership position enhanced my ability to lead teams and develop strategies while fostering community growth through projects that met Google's technical requirements.

Website https://gdg.community.dev/ | **Level in EQF** EQF level 5

01/04/2022 – 01/08/2022 Konya, Turkey
COMMUNITY LEAD Game Factory Students Club KTO

I served as Community Lead at the Game Factory Students Club, KTO Karatay (Apr 2022 – Aug 2022), where I:
– Organized mobile game development workshops using Unity and C#, guiding members through end-to-end project builds;
– Led cross-functional teams in hackathons and game jams, coordinating designers, developers, and artists to deliver playable prototypes;
– Managed the club's social media presence, crafting content that boosted event attendance and community engagement;
– Planned and executed all event logistics—from venue booking and sponsorship outreach to on-site support and post-event retrospectives;
– Mentored new members on video game design principles and peer-reviewed code to maintain quality and shared learning.

This role sharpened my skills in leadership, event planning, and technical mentorship within a fast-paced game development community.

Website www.gamefactory.gs | **Level in EQF** EQF level 5

01/09/2021 – 01/08/2022 Konya, Turkey
COMMUNITY MANAGEMENT TEAM MEMBER KTO YAGET (KTO Software Development Community)

Software Development Team Member of the community where I completed tasks such as:
- Knowledge sharing by keeping members apprised of technical issues and acting as their mentor
- Planning, scheduling, and executing software development and engineering events (such as workshops, hackathons, and meetups)
- Arranging logistics, engaging with speakers, and promoting to ensure the best turnout and interaction
- Working alongside other teams to build curricula and hands-on exercises
- Strengthened event planning, and technical mentoring skills in this position.

Level in EQF EQF level 4

01/09/2022 – 01/07/2023 Konya, Turkey
TECHNOLOGY CORE TEAM MEMBER Google Developer Students Club KTO Karatay University (GDSC KTO)

The Technology Core Team Member position at Google Developer Students Club KTO (Sep 2022 - Jul 2023) consisted of:
- Setting up and conducting hands-on workshops in engineering (web, mobile, cloud) for more than 100 students, instilling in them some core development concepts and best practices
- Coordinating with all parties involved in organizing technical events and hackathons, negotiating between organizers, sponsorships, and participants to ensure smooth execution
- Administering club communications (Discord, email, social media), sharing clear technical updates while growing the active membership base by 30%
- Setting up and maintaining the club's project infrastructure by configuring Git workflows and CI/CD pipelines to help student projects go forward
- Mentoring peers by reviewing code and holding office hours, helping me develop technical leadership and interpersonal communication.

Website https://gdg.community.dev/ | **Level in EQF** EQF level 4

01/09/2023 – CURRENT Konya, Turkey
SCRATCH INSTRUCTOR Habitat Foundation

At Habitat Derneği I function as a Scratch Eğitmeni (Scratch Instructor) from Sep 2023 to the present moment. In this role my responsibilities include the following activities:
– After completing extensive Scratch pedagogy training I lead interactive coding workshops for children between 8-12 years old;
– I develop educational materials which teach programming basics through game and animation projects while matching the needs of children between 8 and 12 years of age;
– I arrange and direct community activities which include venue selection and material preparation as well as schedule coordination for interactive and engaging events;
– During workshops I deliver individualized mentorship that helps students develop their creative abilities in addition to problem-solving and teamwork skills;
– I implement student feedback in order to enhance our educational programs which now support different learning styles and ability levels;
– I work with Habitat Derneği coordinators and volunteers to develop programs that meet educational goals beyond our organization.

This position has improved my ability to create educational materials and coordinate events and my skills as a mentor while strengthening my dedication to support future software developers.

Website https://habitatdernegi.org/ | **Level in EQF** EQF level 4

THE COMPLETE FLUTTER DEVELOPMENT BOOTCAMP WITH DART Angela Yu - Udemy

Website https://www.udemy.com/course/flutter-bootcamp-with-dart/ | **Level in EQF** EQF level 3

WEB PROGRAMMING WITH REACTJS BTK Academy

Website https://www.btkakademi.gov.tr/portal/course/react-ile-web-programciligi-10035 | **Level in EQF** EQF level 3

LANGUAGE SKILLS

Mother tongue(s):   **TURKISH**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	C1	C1	C1	C1	C1

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user

SKILLS

Node.js / Express | Git | RESTful api | Intermediate Flutter | ReactJS | HTML/CSS/JavaScript | Object-Oriented Programming | Python Language - Basic knowledge | MySQL | React Native | Bootstrap | Linux | MongoDB

CONFERENCES & SEMINARS

Konya, Turkey
Flutter 101

I served as a Guest Speaker at the GDG Konya "Flutter 101" event, where I:
- Prepared and delivered a beginner-friendly introduction to Flutter, covering setup, widget fundamentals, and state management
- Engaged an audience of 50+ developers in an interactive Q&A session, troubleshooting common pitfalls and sharing best practices
- Collaborated with GDG organizers on event promotion, attendee registration, and on-site logistics
- This talk reinforced my ability to translate technical concepts into accessible content and strengthened my public-speaking and community-outreach skills.

REFERENCES

Zafer Emre Turan

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