EMRE SERDAR

Binghamton, NY | 607-313-0491 | emreserdaar@gmail.com | linkedin.com/in/emre-serdar/ | github.com/emre-serdar/
www.emreserdar.com

EDUCATION

Binghamton University, State University of New York, Thomas J. Watson College of Engineering and Applied Science
Master of Science in Computer Science *Expected Aug 2024*
Bachelor of Science in Computer Science (Dual Diploma Program) *May 2022*
Relevant Coursework: *Design and Anly. of Algo. - Programming Languages - Design Patterns - Database Systems*
Istanbul Technical University
Bachelor of Science in Information Systems Engineering (Dual Diploma Program) *May 2022*

TECHNICAL SKILLS

Languages: Java, JavaScript, Python, HTML5/CSS3, MySQL, GraphQL
Frameworks: Next.js, React.js, Node.js, Tailwind.css, SCSS, Bootstrap, Django REST, Express.js
Development Tools & Services: Git, Android Studio, GitHub, Webpack, AWS (EC2, RDS, S3), Vercel, Jira, MongoDB

PROFESSIONAL EXPERIENCE

Kopernik Observatory & Science Center, *Software Dev. Engineer* | Vestal, NY *August 2022 – July 2023*
- Designed and developed a Live Satellite Tracker REST API and relational data models using Python Django and MySQL
- Enhanced WordPress page interactivity by dynamically loading satellite images with JavaScript
- Improved user experience by creating interactive modals using VanillaJS
- Migrated the existing WordPress app and database to AWS EC2 and RDS, improving scalability and performance
- Deployed the Django API Server in AWS EC2 using Nginx & Gunicorn on Linux platform. Connected to the shared RDS server, resulted in a 40% reduction in server response time

Acun Medya, *Front-End Dev. Intern* | Istanbul, Turkey (Remote) *May 2022 – August 2022*
- Created responsive web applications using Next.js and React.js, contributing to user experience and performance
- Assisted senior developers in implementing responsive design using Tailwind CSS, enhancing user engagement
- Actively participated in brainstorming sessions, providing valuable feedback and innovative solutions for prototypes

ValuAG LLC., *Software Engineer Intern* | Binghamton, New York *August 2021 – May 2022*
- Developed user-friendly UI components in React, enhancing UI/UX for a local food online marketplace
- Utilized TypeScript to develop user interfaces, ensuring robust and scalable web applications
- Collaborated with a cross-functional team in weekly sprints, contributing to successful project outcomes

PROJECT EXPERIENCE

Portfolio App, *Web Developer* **|** Independent Project *June 2023 – Present*
- Developed a personalized Portfolio app using React.js, showcasing proficiency in front-end development and modern web technologies such as React, React-bootstrap, and Animate.css
- Utilized Node.js and Express.js to create a robust back-end infrastructure for the Portfolio app, enabling seamless data management and efficient server-side rendering

Blog App, *Full Stack Dev.* | Freelance Project *November 2022 – January 2023*
- Utilized Next.js, React.js, SCSS, Tailwind.css, Swiper.js and GraphQL to develop a custom website that met the client's specific needs
- Implemented responsive React components and reusable custom hooks, optimizing development efficiency and code maintainability
- Built GraphQL API using Hygraph (Headless CMS) and leveraging GraphQL for effective querying and manipulation
- Optimized performance using Next.js Static Site Generation (SSG), resulting in up to 35% reduction in page load times

Space Wars Mobile Game App, *Android Developer* | Group Project *November 2021 – December 2021*
- Developed a fully functional Space War app using Android Studio and Java, leveraging the libGDX framework for efficient game development and cross-platform compatibility
- Implemented engaging gameplay mechanics, including the spawning of enemy spaceships at regular intervals, dynamic movement of player and enemy ships, laser firing with distinct colors, and a shield system for both player and enemy ships
- Designed and integrated visual elements such as explosion animations for destroyed ships, background movement simulation through the strategic use of transparent background layers, and efficient management of lasers using linked lists to optimize performance and prevent object clutter on the screen