Emre Ergul

Frontend Developer

Portfolio - Github - Email

Izmir, Turkey

A front-end developer who likes to develop fun little projects with various technologies/libraries in order to deepen knowledge in those fields. Passionate about making them easily comprehensible and accompanied by clear documentation, enabling people to understand and contribute to them effortlessly.

Technologies:

HTML/CSS, Javascript, Typescript, React, NextJS, react-hook-form, react-router-dom, TailwindCSS, SASS, API, Framer Motion, Remotion, Git, Vite

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Work Experience:

Freelance Work — Wordpress Developer/Graphic Designer (06.2022 - Current)
- I've worked with many clients about their specific needs around their brands. From creating a brand face according to their brands' messaging to creating their websites and giving them consultancy services about ways to advertise their brands.

Sencanlar — Wordpress Developer/Graphic Designer (03.2019 - 06.2022)
- I've created SEO-optimized Wordpress sites. I've used Google Ads for advertisement and further optimized websites according to feedback and user experience.
- I also designed logos, business cards and brochures for the brand while keeping an eye on the consistency across all mediums.

Projects:

Prompt Filler — (**code**) (**live site**)   NextJS | Typescript | react-hook-form | Tailwind

- A user-friendly app that **simplifies and enhances communication with AI language models**, like ChatGPT, by offering a diverse selection of pre-defined prompts tailored to various categories, including projects, resumes, interviews, coding, and miscellaneous needs.
- Allows users to save time, overcome writer's block, and confidently generate prompts specific to their requirements.

Unusual Buildings — (**code**) (**live site**)   React | Framer Motion | react-router-dom | SASS

- Unusual Buildings is a showcase of extraordinary and unique architectural wonders from around the world. I wanted to show my skills in creating a **multi-page application with smooth animations**.

Scene Struggle — (**code**) (**live site**)   React | Youtube-API | react-router-dom | Tailwind

- Scene Struggle allows users to play mini-games based on their favorite YouTube channels.
- Integrating the **YouTube API** allowed me to understand the process of fetching data from external sources and utilizing it within a web application.
- By using **react-router-dom**, I learned how to create a **multi-page experience** within a React application, enabling users to navigate between different sections and games.

Gigachad Maker — (**code**)   React | Remotion | Typescript | Tailwind

- Gigachad Maker allows you to create a "Gigachad Meme" GIF by leveraging the power of the **Remotion** framework for React.
- Allowed me to get more comfortable **using 3rd party libraries** to build things with React with the help of reading documentations.

Education:

Celal Bayar University, Manisa/Turkey **2015 — 2019**
Bachelor of Electrical and Electronics Engineering GPA: 3,47/4

- I'm an **electrical and electronics engineer.** During my college years, I developed an enthusiasm towards web development/web design/game development. In college, we've started doing some freelance social media management/web design projects with 2 of my classmates. This taught us to work as a team, even though we were a small one.
- Our **Bachelor Project** was making a line follower robot for the greenhouse area which identifies and counts the strawberries in the area with image processing(OpenCV). We used **Raspberry PI with Python** and applied **Automation Systems** principles.
- During college, I've looked into **Game Development with Unity** with a designer friend of mine. It gave me a good understanding of **C# and OOP.** We've attended the GIST(Gaming Istanbul) event 2 years in a row with 2 indie games we've created.