ERAY DURUKAN

COMPUTER ENGINEER

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EDUCATION

Yaşar University

Computer Engineering

2018 - 2024

İAkademi-Microsoft Partner

Full-Stack .Net Developer

2025-2026

SKILLS

- Asp.Net .Core
- Asp.Net .Net Framework
- C#
- SQL Server
- ASP.NET Core MVC
- HTML5
- CSS3
- jQuery
- AJAX
- MongoDB
- Web Api, Web Service
- Xml,Json

LANGUAGES

- English

ABOUT ME

I graduated from Yaşar University with a degree in Computer Engineering in 2024 and am pursuing a professional career in software development, with a focus on C#, .NET technologies, and MSSQL.

In my projects, I avoid hard-coded structures to ensure maintainability and collaborative development. Customer-specific data such as email, logo, address, and contact information are managed dynamically through database-driven settings tables. I have developed full-stack applications, including admin-panel-based e-commerce systems, where I used AJAX-based pagination to improve performance and user experience.

I have experience building Windows Forms and web applications using layered architecture (N-Tier Design: UI, Business, Data, and Type layers). On the database side, I actively use MSSQL features such as stored procedures, views, triggers, constraints, functions, and performance optimization techniques including proper indexing to ensure fast data access and responsive systems.

I also completed a Full-Stack .NET Developer training program and gained hands-on experience during my internship at Adres Gezgini, contributing to web-based projects within software development and R&D teams.

WORK HISTORY

SOFTWARE DEVELOPMENT SPECIALIST

Adres Gezgini - İzmir - 2023

- During my 2-month internship at Adres Gezgini, I worked with the software development and R&D teams, contributing to client-focused web, advertising, and software development projects.

Nullware Digital - United Kingdom - 2025

- Developing with the team of 5 to design, create, and serve mobile / web / desktop apps and reach the target audiences.

PROJECTS

PORTFOLİO-HTTPS://ERYDRKN.GİTHUB.İO/PORTFOLİO/

- I developed a VR-based survival game in Unity featuring 3D AI-driven zombies, scripted in C#.
- WEBFAT-Diet planning application

REFERENCES

Mehmet Ufuk Çağlayan

Yaşar University Head of Computer Engineering Department

Köksal Çakıcı

KCSistem

Oktay Kaya

ER-FA Bilişim Software and Project Manager

Sedat Tefçi

İAkademi