



# Furkan Şahin

Frontend Developer and Designer

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## Hakkımda

I have been working in frontend development, architecture, and design for over 4 years, creating user-centric interfaces that blend aesthetics with functionality. I stepped into the world of software development before my university education and pursued a degree in Computer Programming to strengthen my technical foundation. However, what truly sets me apart is my analytical thinking skills, aesthetic perspective, and attention to detail. I see technology as a tool and design as an art, aiming to seamlessly balance both to create exceptional digital experiences.

## Deneyim

### Procenne

Frontend Developer & Designer / 2021 - Present

- **HSM Device Controls:** Designed screens and prototypes using Figma. Created user interface flows to enhance the user experience.
- **Company Website:** Managed the design process to create a modern look. Developed a full-stack solution using GatsbyJS, Strapi, PostgreSQL, and Docker.
- **ProCrypt, EndCrypt, CryptAway, and CloudHSM Products:** Designed user interfaces. Developed dynamic and high-performance interfaces using Next.js, TailwindCSS, and HeadlessUI.
- **Internal Tools and Support Applications:** Developed various internal tools and supporting applications used within the company. Built solutions using Material UI and other JavaScript frameworks.

### Freelance & Volunteer Work

Frontend Developer & Designer / 2020 - Present

- **Fitness Center Applications:** I developed kiosk, POS, check-in, employee portals, and mobile applications. I used ElectronJS, QuasarJS, VueJS, and LeafletJS technologies.
- **Quran Reading Application for Hafiz:** Provided a customized reading experience for Hafiz. Developed the application using QuasarJS.
- **Presentation Screens and Poster Designs for Foundations:** Designed digital posters and presentation screens. Worked with Figma and Spline Design.
- **QR Menu Application:** Developed the admin, web, and mobile sections and continue to improve them. Used Nuxt.js, NuxtUI, and React Native technologies.
- **Games and Other Projects:** Worked on projects like a Taboo game using React Native and Expo.

“Good artists copy, great artists steal.”

- Pablo Picasso