Gunesh Pinar

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EDUCATION

UNIVERSITY OF WATERLOO
Candidate for Bachelor of Computer Science
Expected Graduation May 2020
Waterloo, ON

Relevant Courses
CS135 Introduction to Functional Programming
CS136 Elementary Algorithm Design
CS246 Introduction to Object Oriented Programming
CS240 Data Structures and Data Management
CS241 Basic Machine Architecture

Awards
Term Dean's Honour List | May 2016
Awarded to students in math faculty with their term average above 87%
President's Scholarship | Sep 2015
Awarded to students with an admission average of 90% to 94.9%

LINKS

Github:// guneskaan
LinkedIn:// gunesh-pinar
Website:// gunesh.me

SKILLS

PROGRAMMING
Proficient:
Java • Shell • JavaScript • C++
C • Racket/Scheme • MEAN Stack (MongoDB, Angular 2, ExpressJS, Node.js)

Familiar:
AngularJS • TypeScript • Dartlang • RESTful API • Gulp.js • Git • HTML/CSS • Bootstrap

OTHER
Fluent in Turkish
Intermediate in German
Certified OSA(Ontario Soccer Association) Referee

WORK EXPERIENCE

ERICSSON CANADA (ZCOM SYSTEMS) | Software Developer
Sep 2016 - Dec 2016 | Mississauga, ON
- Assisted the team in implementing a mimic server using Node.js
- Constructed functions to route RESTful API requests and deliver responses
- Shaped asynchronous Node.js functions to store and update proxied data
- Built a UI SDK using Dart to be used as a base web application for developers
- Implemented Locator Pattern to handle dependencies and communication between Angular 2 components

PROJECTS

TIME TO QUIT
Nov 2016 - Present
- Encourages quitting bad habits by keeping track of their progress
- Allows user to set goals, compare their progress with other users
- Single Page Web App that contains multiple components, modules and services
- Built using MEAN Stack(MongoDB, Express.js, Angular 2, Node.js)
- Implemented views of Angular2 components using Bootstrap and CSS3

WATOPOLY IMPLEMENTATION
Jul 2016 - Aug 2016
- Watopoly is a Monopoly alike game designed by the University of Waterloo
- Implemented using C++14
- Built using object oriented features of C++ like inheritance, polymorphism, encapsulation and dynamic memory storage.
- Adapted observer pattern to handle data flow between classes

PERSONAL WEBSITE
Jan 2016 - Present
- Built over a template using Bootstrap and CSS3
- Single Page website to display personal information and projects

JAVA GAMES WITH GRAPHICS
May 2015 - Sep 2015
- Re-Implemented original Pacman and Tetris games using Java 8
- Guided Pacman monsters with a simple AI algorithm
- Generated graphics using Swing Libraries
- Built interface with JFrame and JPanel

Source codes are available at github.com/guneskaan