

İbrahim Üstün

Software Developer

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https://ibrahimustun.github.io/iu_portfolio

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I'm a passionate Software Developer with experience in Unity, Front-End (HTML, CSS, JavaScript), and application design. I'm skilled in Java, Java Spring Boot, and C#, and I have experience working with MySQL and Apache Tomcat. I love solving problems and creating innovative, user-friendly software.

Work Experience

Full-Stack Developer

Jun 2025 - Present

[NeonRUN](#) | Ankara/Türkiye

I am actively involved in software platforms that digitalize production operations and automate quality processes.

Web Designer

Dec 2024 - Jan 2025

[Seta Medya](#) | Ankara/Türkiye

Software Developer

Sep 2024 - Dec 2024

İtimat Asansör | Konya/Türkiye

I successfully developed and implemented a warehouse management application as a freelance, project-based developer, digitalizing the stock and inventory processes for İtimat Asansör Factory.

Projects

Upfily

May 2025 - Jun 2025

This personal development tracking website. It enables users to set goals, track their progress over time, and stay motivated with visual insights. Upfily provides a clean, interactive interface for managing self-improvement habits and encourages consistency through progress monitoring tools.

Ibu

Dec 2024 - Jan 2025

It is a fun 2D platformer game designed to help elementary school children improve their basic math operation skills. Developed using C# and Unity, this project combines learning and entertainment through engaging gameplay and colorful visuals.

SkyUp

Sep 2024 - Jan 2025

The warehouse tracking application for İtimat Elevator Factory streamlines inventory management and tracks stock movements in real time. Built with Java, MySQL, Vue.js and Bootstrap, it offers a user-friendly interface and a robust, reliable backend.

Frog Feeder

Nov 2024 - Nov 2024

Developed an entertaining game called Frog Feeder using Unity and C#, focusing on engaging gameplay and fun mechanics

2048

Sep 2022 - Sep 2022

A simple 2048 game was created for PC using Unity and C#. Players slide and combine numbers to reach the 2048 tile. The game features smooth controls and a clean design.

Mr. Karpuz

Sep 2022 - Sep 2022

Mister Karpuz is a 2D game prototype consisting of three levels, developed using C# and Unity. The game features engaging gameplay mechanics and demonstrates my ability to design and develop interactive experiences using these technologies.

USTUN

Jul 2021 - Aug 2021

USTUN is an e-commerce website developed using HTML, CSS, PHP, and MS SQL, focusing on creating a user-friendly online shopping experience.

Education

Burdur Mehmet Akif Ersoy University

Aug 2015 - Jul 2021

Bachelor's Degree Computer Engineering

GPA: 2.49

Languages

Turkish (*Native*), English (*B1*), Russian (*A1*)

Certificates

SQL with Applications: From Beginner to Expert with SQL Server

Jan 2024

Udemy

API Testing and Test Automation with Postman

Sep 2023

Udemy

Introduction to Digital Game Development with Unity

Aug 2022

BTK Akademi

JavaScript Education

Aug 2022

İstanbul İşletme Enstitüsü

C# Education

Jul 2021

İstanbul İşletme Enstitüsü

HTML5 and CSS3 Education

Jul 2021

İstanbul İşletme Enstitüsü

Interests

Football, e-sports, Game Development, Camping, Cooking, Web Design, Technological Innovations, Movies