

Ilker Hadzhalaran

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Skills

Languages

C++, C#, JavaScript, TypeScript,
PHP, HTML, CSS, VB.NET,
MongoDB, MySQL, JSON

Libraries, Frameworks, Etc.

Angular 7, Angular Material, RxJS
6, Bootstrap, jQuery, NodeJS,
ExpressJS, Mongoose, Firebase,
RESTful API Architecture

Tools

Visual Studio, NPM, VirtualBox,
Git, GitHub, GitLab, Bitbucket,
Chrome DevTools, SourceTree

Education

McMaster University
Bachelor of Technology in
Automation Engineering (Co-op)
Expected Dec, 2020 | Hamilton, ON

Other

Linux & Windows Environments
Unity Game Engine
CAD Software
Creating WordPress Websites
Microsoft Office & G Suite
Possess G License

Experience

Software Developer Intern (4 month) • McMaster University Research Institute

May – Aug, 2020 | Hamilton, ON

- Creating data visualization and analytics software for manufacturing machines
- Using FANUC MT-Linki platform and third party libraries
- Developing with Angular, HTML, CSS, and MT-Linki API to obtain data from MongoDB

Software Developer Intern (8 month) • Advanced Particle Tech.

Jan – Aug, 2019 | Waterloo, ON

- Worked on developing a web application using Angular, NodeJS, HTML, CSS and MongoDB in a Linux environment.
- Worked with third-party libraries to create features (e.g. PDF viewer)
- Contributed to various types of documentation (e.g. SRS document)

Product Development Intern (4 + 8 month) • 3Dstream Inc

May – Aug, 2017 and Jan – Aug, 2018 | Hamilton, ON

- Completed UI/UX design for parts of a workflow management software for manufacturers that use 3D printers
- Worked on HTML/CSS with frontend team
- Turned customers' needs into software specifications
- Created WordPress website and made HTML/CSS modifications

Relevant University Courses

C++ Programming, Object-Oriented Programming, Internet Technologies & Databases, Quality Control and Assurance Methods, Embedded Systems, Statistics, System Specification and Design (Master's level)

Personal Projects (More On GitHub)

QuickPass Password Manager | quickpass-app.com

- Designed and developed fully responsive Angular-Firebase web app.

Coral Catastrophe Unity Game | vimeo.com/381808251

- Player is a fish that wants to avoid swimming into oncoming coral.

Video walkthroughs of 8 projects at vimeo.com/channels/1525169