

Ilker Hadzhalaran

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Skills

Languages

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

Libraries, Frameworks, Etc.

Angular, Angular Material,
Bootstrap, jQuery, NodeJS,
ExpressJS, Mongoose, Firebase,
RESTful API Architecture, dotenv

Tools

Visual Studio, NPM, VirtualBox,
Git, GitHub, Atlassian Suite,
GitLab, Chrome DevTools

Capstone Project

Currently developing a Virtual
Reality (VR) tour of McMaster
University's Learning Factory
using Unity Game Engine.

Education

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

Other Skills

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

Experience

Full Stack Software Developer Intern (4 months) • McMaster University Research Institute

May – Aug, 2020 | Hamilton, ON | vimeo.com/450177340

- Created data visualization, analytics and test software for FANUC manufacturing machines in a Windows environment.
- Developed with MongoDB, ExpressJS, Angular, NodeJS (MEAN stack), FANUC's MT-Linki API and third-party libraries.
- Designed app architecture, used Atlassian Suite workflows, performed DevOps duties and managed deployments.

Software Developer Intern (8 months) • 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 months) • 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 (and worked as a C++ Tutor), 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 9 projects at vimeo.com/channels/1525169