KEREM CAN KURT

FULLSTACK DEVELOPER

CONTACT

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Ankara / Turkey

SKILLS

Javascript

NodeJS

ReactJS

ReduxJS

React Native

HTML

CSS

C#

EDUCATION

Computer Engineering

Bozok University

2020-Present

LINKS

Github
https://github.com/keremcankurt

LinkedIn
https://www.linkedin.com/in/kerem-can-kurt-730434260/

REFERENCES

Gökalp ÇINARER

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ABOUT

As a Full Stack Developer, I combine my passion and skills for creating user-friendly interfaces with the ability to build robust backend systems. I love coding and am always eager to learn. My teamwork and communication skills contribute to the successful execution of projects. My goal is to advance in the world of technology and explore new opportunities.

WORK EXPERIENCE

Full Stack Developer

Mongso Inc.   March 2024-April 2024

- I am currently employed as a Full Stack Developer at Mongso Inc, where I am actively involved in an international hotel and accommodation reservation application project. In this role, I utilize a variety of technologies including Next.js, Node.js, React, and TypeScript to deliver efficient and robust solutions.
- Develop user interfaces using Next.js and React to implement automation and performance enhancements.
- Utilize Node.js and TypeScript for backend logic and data processing.
- Collaborate closely with team members to manage project processes effectively.
- This position has provided me with valuable experience in both frontend and backend development, enabling me to work on real-world applications and refine my skills in teamwork and project management.

PROJECTS

Virtual Reality English Education Project (Graduation and Teknofest Project)

Unity3D, Oculus Quest2, C#, React.js, Node.js, Socket.io, MongoDB

January 2024

For my graduation project and as an entry for Teknofest, I spearheaded the development of a virtual reality platform designed to enhance English language skills among elementary school students. The project aimed to create an immersive learning environment featuring interactive lessons, games, activities, and quizzes for effective language acquisition and reinforcement.

Key Components and Achievements:

- **Immersive Learning Environment**: Designed and implemented a virtual space using VR technology to engage students in interactive English language lessons.
- **Interactive Learning Activities**: Developed educational games and interactive activities within the VR environment to make learning enjoyable and effective for young learners.
- **Assessment and Progress Monitoring**: Integrated quizzes and progress tracking features to enable teachers and parents to monitor students' performance and track their language proficiency development.
- **Companion Mobile and Web Applications**: Created mobile and web applications to complement the VR experience, allowing parents, teachers, and students to access performance data and monitor progress remotely.

This project served as a culmination of my academic studies and showcased my proficiency in utilizing emerging technologies, educational methodologies, and project management skills to address real-world challenges in education.

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PROJECTS

Real Time Chat

React.js, ChakraUI, Node.js, Socket.io, MongoDB

September 2023

- Developed a real-time chat interface enabling instant communication among users.
- Implemented user registration and session management functionalities.
- Stored user information securely in MongoDB database.
- Established real-time communication using Socket.IO.
- Designed the user interface using React and Chakra UI.

Social Media

React.js, Node.js, SASS, MongoDB

May 2023

- Developed a social media platform where users can post content, share stories, and interact with other users.
- Integrated friend-following and follower management features, allowing users to follow desired individuals and manage their follower lists.
- Created a comment and interaction system enabling users to comment on, like, and share posts.
- Implemented a story-sharing feature, enabling users to share instant photos and create stories that disappear within 24 hours.
- Enabled users to personalize their profiles and designed an interface for managing privacy settings.

Multi-Purpose E-Commerce Platform

React.js, Node.js, React-Native, SASS, MongoDB

July 2022 - August 2022

- Developed a versatile e-commerce platform accessible both through web and mobile applications.
- Implemented a separate panel for sellers within the platform, offering functionalities such as adding, deleting, updating products, and editing campaigns.
- Users can browse products, add them to favorites, and make purchases.

Virtual Reality Organ Simulation (TÜBİTAK-2209 Project)

Unity3D, Oculus Quest 2, C#

May 2022

This project, developed under the TÜBİTAK-2209 program, aims to introduce elementary and middle school students to human anatomy through a virtual reality simulation.

Project Objectives and Features:

- **Human Anatomy Education**: Utilizing virtual reality technology to provide interactive education about organs within the human body.
- **Visual and Auditory Experiences**: Offering visual and auditory experiences to help students better understand organ functions and locations.
- **Interactive Simulation**: Creating an interactive simulation environment that allows students to explore organs closely and discover their functions.
- **Educational Content**: Developing educational content and activities related to organs to support students' learning process.

The project seeks to enhance students' scientific curiosity and understanding by leveraging science and technology in education. Supported by the TÜBİTAK-2209 program, this project underscores its scientific and educational significance.

You can review my portfolio for detailed information about the projects I have worked on as well as other completed projects.