

# Mehmet Berke Karadayi

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## Technical Skills

<b>Programming Languages</b>	TypeScript, JavaScript, HTML/CSS, Python, C,
<b>Frameworks and Libraries</b>	ReactJS, Redux, React Native, NodeJS, ElectronJS, Tailwind CSS, Fluent UI, Axios, React Testing Library, Jest
<b>Tools and Networking</b>	Git/Github, Command Line/Prompt, UDP/TCP

## Education

### University of British Columbia

Bachelor of Applied Science in Electrical Engineering

Vancouver, Canada

Sep 2020 - May 2025

## Technical Work Experience

### ConeTec

Software Development Co-op

Vancouver, Canada

May 2023 - Present

- Collaborated with a cross-functional team to develop a responsive desktop application using **React**, **ElectronJS** and **Fluent UI**, resulting in an improved user experience and timely delivery, while utilizing **Git/GitHub** for project management and effective communication.
- Utilized **React Hooks** and **Redux** for effective state management and implemented custom features and components to increase functionality and scalability for handling large datasets.
- Implemented industry best practices for data processing by employing **TypeScript** and **React** components to seamlessly integrate backend web services with **NodeJS**, ensuring reliable communication and data flow between frontend and backend systems.

### Cerebrum Tech

Software Engineer Intern

Istanbul, Turkey

May 2022 - Aug 2022

- Enhanced mining operations by contributing to the development of an NFT Marketplace using **React**, **TypeScript**, **React-styled components**, and the Solana web3 library, resulting in an impressive 15% boost in overall efficiency.
- Designed and implemented authentication pages for mobile platforms with **React Native**, leveraging **React Hooks** for streamlined state management and interactivity, resulting in a significant 30% increase in app downloads and an enhanced user experience.
- Collaborated with team members in an agile environment, utilizing **Git/GitHub** for project management and version control, while consistently organizing and leading weekly meetings with colleagues and supervisors to ensure the punctual delivery of projects.

## Technical Projects

### Multithreaded Snake Game

Group Project

Mar 2023 - Apr 2023

- Collaborated with team members to design and develop a snake game with a graphical user interface using the **Tkinter** library in **Python**, implementing multi-threading to provide a smoother and more responsive user experience.
- Designed and implemented a **UDP**-based client-server model in **Python**, utilizing socket and time modules to facilitate ping message exchange, calculate round-trip time, and emulate network delays and packet loss with randomness.

### Weather Application

Personal Project

Mar 2023

- Developed a responsive weather application using **JavaScript**, **React**, and **Tailwind CSS** that provides users with immediate access to up-to-date weather information and a streamlined interface.
- Utilized the OpenWeather **API** and **Axios** library to efficiently fetch and display current weather data for any location in the world, providing users with a fast and accurate weather experience through asynchronous requests.
- Enhanced the user experience with personalized touches by implementing dynamic background and logo changes based on real-time weather conditions at the user's location, utilizing **React hooks** for optimal performance and incorporating animations for a seamless experience.

### YouTube Simulator

Personal Project

Oct 2022

- Designed and developed a dynamic video player web application using **JavaScript**, **React** and **Semantic UI** enabling users to seamlessly search and play any video on YouTube.
- Leveraged Google Developers Club's **API** to interact with the YouTube data server, providing efficient and accurate access to a vast library of videos.
- Implemented key features such as video playback controls and playlist functionality, optimizing the user experience and driving increased engagement.

### Workout Application

Personal Project

Aug 2022

- Developed a web-based personal workout tracking application, utilizing **JavaScript**, **HTML** and **CSS** to enable users to manage their preferences and track their workouts.
- Employed the Geolocation **API** and Google Maps' server-side data rendering to detect the user's location asynchronously, delivering an enhanced user experience and ensuring accurate tracking of workout activities.
- Designed and implemented real-time tracking, workout logging, and data visualization features that empowered workout enthusiasts to seamlessly set and accomplish their goals.