Mehmet Berke Karadayi

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Technical Skills

Programming Languages	TypeScript, JavaScript, HTML/CSS, Python, C, SQL
Frameworks and Libraries	React, Redux, React Native, NodeJS, ElectronJS, Tailwind CSS, Fluent UI, Axios
Tools and Version Control	Git/Github, Command Line/Prompt

Education

University of British Columbia *Vancouver, Canada*

Bachelor of Applied Science in Electrical Engineering *Sep 2020 - May 2025*

Technical Work Experience

ConeTec *Vancouver, Canada*

Software Development Co-op *May 2023 - Present*

- Collaborated with cross-functional team to develop a responsive desktop application using **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** 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 utilizing **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 *Istanbul, Turkey*

Software Engineer Intern *May 2022 - Aug 2022*

- Enhanced mining operations by contributing to the development of an NFT Marketplace using **React**, **TypeScript**, **CSS**, 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**, utilizing **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 *March 2023 - April 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 *March 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 *Sep 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 *June 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.