

Mehmet Berke Karadayi

+1 (604) 710-2402 | mberkekaradayi@gmail.com | mberkekaradayi.com | mberkekaradayi | mberkekaradayi

Technical Skills

Programming Languages	TypeScript, JavaScript, Python, HTML/CSS, C
Frameworks and Libraries	React, Redux, React Native, Django, NodeJS, ElectronJS, Tailwind CSS, Django Rest Framework
Technologies	Git/Github, PostgreSQL, React Testing Library (RTL), Jest, Unit Test, Amazon Web Services (AWS)

Education

University of British Columbia

Bachelor of Applied Science in Electrical Engineering

Vancouver, Canada

Sep 2020 - May 2025

Work Experience

Redbrick

Full Stack Developer Co-op

Vancouver, Canada

Jan 2024 - Apr 2024

- Developed a Chrome extension using **React** and **TypeScript** to seamlessly collect and transmit user data for the Digital Scope project—a cutting-edge carbon emissions calculator and tracker, dedicated to raising awareness in the sustainability sector.
- Designed and implemented efficient **RESTful APIs** with **Django Rest Framework**, optimizing data transmission between the server and a **PostgreSQL** database.
- Created serverless infrastructure using **AWS** services, including Lambda, Relational Database System (RDS), Simple Queue Service (SQS), Secret Manager, and S3, to develop and deploy the product.
- Implemented comprehensive test cases for API endpoints in **Django**, utilizing the **Python's unittest** module to ensure reliable functionality, integrity, and security through verification of proper request handling, status code responses, and error scenarios.

ConeTec

Software Development Co-op

Vancouver, Canada

May 2023 - Dec 2023

- Collaborated with a cross-functional team to develop a responsive desktop application using **React**, **ElectronJS** and **Fluent UI**, resulting in improved user experience and on-time delivery, while utilizing Git/GitHub for project management and effective communication.
- Utilized **React Hooks** and **Redux** for effective state management, implementing custom features and components to enhance functionality and scalability for handling large datasets.
- Implemented industry best practices for data processing, utilizing **TypeScript** and **React** components to seamlessly integrate backend web services with **NodeJS**, ensuring reliable communication and data flow between frontend and backend systems
- Proficiently conducted unit testing for **React** components using **Jest** and **RTL**, ensuring outstanding functionality and code quality.

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**, **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

Coin Tracker Application

Personal Project

September 2023

- Developed a responsive web application using **React**, enabling users to track cryptocurrency prices in real-time by fetching data from a public **API** in a user-friendly format.
- Utilized **React's state management** capabilities to implement sophisticated search and sorting functionalities, allowing users to filter cryptocurrencies by name or symbol and quickly identify market leaders based on real-time price changes.
- Efficiently integrated **React** features and **Material-UI** components to elevate the application's aesthetics and functionality, resulting in a visually appealing and highly functional user interface.

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.