Mehmet Berke Karadayi

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

Technical Skills

Programming Languages TypeScript, JavaScript, HTML/CSS, Python, C, SQL
Frameworks and Tools NodeJS, ReactJS, ReduxJS, React Native, ElectronJS, Tailwind CSS, Git/Github, Command Line/Prompt
Hardware Microcontroller, FPGA, Breadboard, Multimeter, Circuit Analysis

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 team members 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*

- Assisted the development of an NFT Marketplace application utilizing **React**, **CSS** and **TypeScript** to enhance mining operations, resulting in a 15% increase in overall efficiency.
- Designed and implemented authentication pages for mobile platforms utilizing **React Native** and **Git**, which improved user experience and increased app downloads by 30%.
- Collaborated with cross-functional teams in an agile environment, regularly scheduled and facilitated weekly meetings with colleagues and supervisors to ensure timely 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.