Mete Cil

METECIL.COM | 250.575.65.80 | METECIL09@GMAIL.COM | HTTPS://GITHUB.COM/METE2001

Education

University of British Columbia, BS Science   **2020-2024**

Major: Computer Science | Minor: Data Science

- **Cumulative GPA:** 3.7 | **Awards:** Deputy Vice-Chancellor Scholarship
- **Related Coursework:** Software Engineering, Human-Computer Interaction, Databases, Data Analytics, Networks, Computer Graphics, Artificial Intelligence

Skills

Frontend: JavaScript, React, HTML, CSS, WebGL, Redux, Swift

Backend: Java, Python, PostgreSQL, C++, MongoDB, Node.js, SQL, Kotlin

Tools: Git, VSCode, Heroku, Scrum, Bash, Docker, Firebase, Tableau

Experience

Jealous Fruits | Logistics Software Specialist   **May 2023 – Present | BC, Canada**

- Co-developing a business process automation solution using CSS, JavaScript, and jQuery with a SaaS provider, leading to efficient management and handling of electronic forms.
- Developing and optimizing an ERP software system for logistics, troubleshooting, and enhancing usability for staff, leading to a 25% increase in productivity.
- Analyzing freight rates and shipping routes, resulting reduction in shipping costs and increased profitability.

JOBBOX Technologies Inc. | Full-stack Developer   **Mar 2023 – May 2023 | BC, Canada**

- Developed user interface pages with React Native for a groundbreaking on-demand freelance job platform, enhancing user experience across iOS and Android.
- Engineered a robust backend using Node.js and MongoDB, improving data retrieval efficiency by 30%.
- Implemented Redux for effective state management, boosting application performance and consistency.

Irwin's Safety | Industrial Safety Lead Hand   **Aug 2021 – Sep 2022 | BC, Canada**

- Lead an average team of 8 workers on job sites across Canada, optimizing worker placement and boosting project efficiency.
- Conducted extensive gas testing, reducing safety incidents by implementing rigorous safety procedures.
- Fostered customer relationships by consistently upholding and exceeding expectations.

Projects

3D SuperBugZapper   *WebGL, JavaScript, HTML*

- Develop an interactive 3D game, utilize 3D graphics rendering and matrix algebra for managing complex object interactions.
- Integrated HTML to display game outcomes and resolve complex 3D-to-2D interaction challenges.

Library System   *CSS, jQuery, SQL, API's, JUnit*

- Led the creation of an online library system, incorporating Open Library and New York Times APIs.
- Designed an interactive user interface, conducted extensive unit testing, and managed intricate data fetching and filtering.

Library System   *HTML, CSS, JavaScript, SQL, Docker, UML*

- Led back-end development of an online shop, utilizing Docker for efficient database management.
- Collaborated on front-end design enhancing user engagement and improving the user interface.