Muhammed Gümüş

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SUMMARY

I'm Muhammed, I graduated from Konya Technical University, Department of Computer Engineering this year. I started I started my software career as a Frontend Developer and am currently developing myself as a Full Stack Developer. I meet new people by contributing to open source projects and participating in various community events and improve my teamwork skills. In my free time I focus on personal development and I am interested in in music.

TECHNOLOGIES I'VE USED MY PROJECTS:

Programming Languages:	JavaScript, TypeScript, Python, Dart, C#
Libraries/Frameworks:	React.js, Next.js, Node.js, .NET, Flutter, Tailwind CSS, Chakra UI
Tools/Platforms:	Git, GitHub, Vercel, Netlify, Mongo DB, Figma, Storybook

WORK EXPERIENCE

Architecht - Software Developer Dec 2023 - Jun 2024

– Various screen enhancements and bug fixes were made in the desktop application named BOA and the web application named BOA One, which are used by various participation banks serving in Turkey.
– In web development, TypeScript and React.js were used for Frontend, while .Net and SQL were preferred for Backend.
– Various screens were developed using WPF for BOA application.

Geniousoft - Intern Software Developer Jul 2023 - Aug 2023

– Coded web servers using Node.js and integrated them with interfaces.
– Designed user-friendly interfaces using Next.js and TypeScript to enhance the user experience.
– A detailed story was written for the designed components and added to Storybook.

Dominage - Junior Software Developer Jan 2023 - Feb 2023

– Collaborated with the band to set up a task system using Notion, streamlining the process for addressing interface bugs and UI fixes
– Integrated smart contracts using Ethers.js, enabling secure user interaction with crypto wallets
– Designed and developed user-friendly interface for swapping old NFTs with new ones for a rock band group

TrueFeedBack - Intern Software Developer May 2022 - Dec 2022

– During these training sessions, I collaborated with teammates to complete the given tasks.
– I attended training sessions related to design and coding fundamentals.

EDUCATION

2020 - 2024 Konya Technical University - Computer Engineering (GPA: 3.0/4.0)

Projects

Nomad Work [Link]

– Nomad Work is an AI-powered social media platform that helps remote workers choose suitable workspaces.

– It was developed using TypeScript, Next.js, Python, FastAPI, Pandas, NLTK, Scikit-learn, Tailwind CSS and various APIs.

– Thanks to the artificial intelligence model that analyzes users' comments about venues, the platform guides users to choose the most suitable venue by giving objective scores between 1 and 5.

Listedfy [Link]

– Created prototypes using Figma to visualize and plan the user interface.

– Utilized Airtable as a database solution to facilitate user interaction with songs and playlist creation, contributing to a seamless user experience.

– Completed the project by incorporating the Spotify API into my design and developing the entire platform using Next.js and TailwindCSS.