

Necmi Gunduz

FULL STACK WEB DEVELOPER

EXPERIENCE

MICROVERSE, *Remote*

Mentor (Volunteer), January 2021 – Present

- Mentored five junior web developers, providing technical support through code reviews in HTML, CSS, Ruby, Ruby on Rails, and My SQL. .
- My five mentees completed their all milestone projects and capstone projects (fifteen projects)..
- Had once a week remote meetings with my mentees for five weeks for each and provided advice on how to improve motivation and maintain longevity in the program.

INNOVATIVE IDEAS ASSOCIATION, *Tekirdağ, Turkey*

Project Advisor, Regional Development Specialist, June 2016 – August 2020

- Organized online events for NGOs working in the fields of environment protection and disadvantaged social groups with around 2000 attendees .
- Implemented training for NGOs regarding social media campaigns, and reaching their targeted groups of almost 300 trainees to enable them implement more efficient campaigns and reach a larger number of audience to achieve their organizational goals.
- Provided consultancy services to NGOs to manage their technology use for improving their visibility on social media and the internet where 10 new websites and 30 social media accounts with their relevant contents were developed as well as 5 new online campaigns on the social media were started.

TRAKYA DEVELOPMENT AGENCY, *Tekirdağ, Turkey*

Regional Development Specialist, May 2010 – May 2016

- Created a database including over 100 social and economic variables for the time interval of 1980 - 2016 to have references for generating new economic development policies.
- Created over 30 reports by analyzing and visualizing the variables to be sent to the relevant stakeholders to gather their views on the regional development and improve the effectiveness of the regional development plan by involving the stakeholders in the plan preparation processes.
- Organized, moderated, and monitored over 50 focus meetings and workshops face-to-face and remotely to gather reference information for the regional development plan.
- Written two regional development policies dependent on the information gathered, and contributed to three development policies written by my colleagues. .

FLORIDA INTERNATIONAL UNIVERSITY, *Miami, FL, USA*

Teaching Assistant, September 2005 – August 2008

- Taught eight introductory Economics classes and Mathematics for Economists classes to a group of students from economics department and other non-economic majors students by transforming the difficult concepts for them into fun and easily understandable subjects with some office hours students could reach me easily.
- Assisted over 300 students in learning economics, econometrics, and statistics software by providing them good tutorials and example cases.
- Reviewed over 300 student assignments requiring use of software like Eviews, Stata, Gauss, SPSS, and Maxima.

EDUCATION

MICROVERSE, November 2020 – Present

Remote Full Stack Web Development Program, Full Time

- Spent 1300+ hours mastering algorithms, data structures, and full-stack development while simultaneously developing projects with Ruby, Rails, Javascript, React, and Redux.
- Developed skills in remote pair-programming using GitHub, industry-standard gitflow, and daily stand-ups to communicate and collaborate with international remote developers.

FLORIDA INTERNATIONAL UNIVERSITY, September 2005 – August 2008 (Incomplete)

PhD in Economics, Full Time

PAMUKKALE UNIVERSITY, September 2001 – July 2005

Master Degree in Economics, Full Time

ISTANBUL UNIVERSITY, September 1996 – June 2000

Undergraduate in Economics, Full Time

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[Portfolio](#) | [GitHub](#) | [LinkedIn](#) | [Twitter](#) | [AngelList](#) | [Instagram](#) | [Medium](#)

SKILLS

Front-End: Javascript, React, Redux, HTML5, CSS3

Back-End: Ruby, Rails, MySQL

Tools & Methods: Git, GitHub, Heroku, Netlify, Mobile/Responsive Development, RSpec

Professional: Remote Pair-Programming, Teamwork, Mentoring, Mediation, Moderation

PROJECTS

Platform Game with Phaser3

[Live link](#) - [Github Link](#)

-Player can shoot alien spaceships by shooting a laser.
-This is a game produced by using Javascript and Phaser3.

Twitter-Bot

[Live link](#) - [Github Link](#)

— This bot takes posts from the RSS feed of an Instagram post and creates a Tweet from it.
— Built with: Ruby on Rails..

To-Do-List

[Live link](#) - [Github Link](#)

— Users can create project entries and relevant tasks with their priorities.
— Built with: Javascript, HTML5, Bootstrap, CSS3.