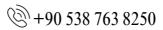
# NOYAN DOGAN ENGINAR

#### FRONT-END DEVELOPER

#### **Contact**

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#### **Skills**

- HTML
- JavaScript
- C#
- Unity
- Github

- Next.is
- **TailwindCSS**
- React.js
- Git
- Googling

- Python
- CSS
- MongoDB
- Doc Reading

#### **Education** Languages

Suleyman Demirel University

Sep 2018 – Sep 2023

English

Computer Engineering

Isparta, Turkey

Turkish

## **Experience**

Internship at PITON Technology &

- Back-End Development (Aug 2023 Sep 2023)
- Embedded Systems Engineering (- Sep 2023)

## **Projects**

### MekanBul 🔗

MekanBul is a platform to discover restaurants/cafes closeby

- A platform that helps users to locate nearby food businesses
- •Displays distance from the user's current location
- •Features user reviews and ratings
- •Includes details on restaurants and cafes
- •User-friendly interface for searching and accessing information

Tech Stack: Node.js, MongoDB, Mongoose, REST API, Express.js, Axios, Passport.js, JWT Authentication, Pug. is, Mocha-Chai.

## noyanbnb 🔗

"noyanbnb" is a home rental app (Work in Progress)

- Connects travelers with local hosts
- Provides options for travelers to find a place to stay
- Includes a login system and ability to add accommodations
- Has an user-friendly interface

**Tech Stack:** Tailwind CSS, MongoDB, Express, React.js, Node, and Vite.

#### **Collatz Finder** $\varnothing$

Collatz Conjecture Calculator

- The Collatz Finder is a Python script
- The script finds the longest chain of numbers using the Collatz Conjecture sequence
- The script starts from a given starting number
- The goal is to find the longest chain of numbers in the Collatz Conjecture sequence

## ShootEmUp &

A side-scrolling shoot'em-up game (Made using #C)

• Contains shooting mechanics, sound effects, and enemies.

### **TowerDefense** $\varnothing$

A tower defense strategy game where players defend against waves of enemy attacks (Made using #C)

- Players place towers to defend against attacks
- Multiple available levels to play

## Multiplayer FPS Game ⊗

(Made using C# and Photon Engine)

- Full First Person Character Movement
- Networked Play
- Lobby System
- Leaderboard System
- Full Audio
- Multiple Weapons

## Hyper Casual Game &

A simple free-falling game (Made using C#)