



## Melis Özyol

Frontend Developer

Izmir, Türkiye

Knowledgeable in frontend development tools such as JavaScript, React.js, Next.js and TypeScript. Continues to improve herself in the field of Web Development. Willing to learn and gain experience, determined and a team player.

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## Work Experience

### Frontend Developer Intern • Altıncı Kat

December 2023 - Present

- Utilized technologies such as React, Redux Next.js, and TypeScript on the frontend.
- Improved skills in style and design, incorporating Tailwind CSS.
- Worked with backend technologies, including MongoDB and Nest.js.
- Responsible for writing controllers and services on the backend side.
- Version control with Git.



### Project Manager • Interkonnekt

July 2023 - November 2023

- Facilitating communication with the technical software team.
- Conducting endeavors related to enhancements on the website.
- Producing comprehensive reports.
- Interacting with customers to devise effective solutions.
- Playing a role in the website migration process.



## Education



Istanbul University

2023 - 2025

Computer Programming



Istanbul University

2017 - 2021

Turkish Language and Literature

## Skills

- HTML/CSS

## Languages

- English — Fluent

- JavaScript
- ReactJS
- NextJS
- Redux
- Context API
- Git
- MongoDB
- NestJS
- NodeJS
- Microsoft Office

## Projects

### Task Track

Task Track is a minimalistic to-do list application built using React, enabling efficient task management for users. Deployed via Vercel, this project integrates Bootstrap to ensure a clean and responsive design. The utilization of React Router facilitates smooth transitions between pages, enhancing the overall user experience. Task Track is a straightforward solution developed in React for organizing tasks without unnecessary complexities.



### Score Keeper Game

Recording the score for two-player games, determining the winner and loser when the specified number is reached. Coded with HTML, CSS, Bulma and JavaScript.



### Monster Slayer Game

A simple computer game where you fight a monster. After the game has started, the player can defend himself, heal or attack when it's his turn. Coded with HTML, CSS, Javascript and Vue.js basics.

### The Learning Resources App

I have developed a simple learning resources app project using Vue.js. With Vue.js, I was able to create a user-friendly interface and implement responsive design to ensure a seamless experience across different devices.

### Project Planner

I utilized the Vue.js router in my website, enabling efficient and seamless navigation between pages. By incorporating this technology, I was able to enhance the user experience and create a dynamic, single-page application.