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erengazioglu.com

EREN GAZIOGLU

Web developer & designer with a background in architecture.

Written: November 2022.

Personal Information

(Birth)	21/11/1994, Istanbul
(Citizenships)	Turkish, Portuguese
(Languages)	Turkish *(Native)*
	English *(Bilingual)*
	Italian *(Bilingual)*
	Portuguese *(Bilingual)*
	French *(Advanced)*
	Spanish *(Advanced)*

Born in Istanbul (TR) in 1994, relocated to Milan (IT) in 2012 for architecture studies, and then to Lisbon (PT) in 2015 to finish his master's degree and work as an architect.

Started experimenting with Python and Godot (game engine) at the initial 2019 lockdown: gradually absorbing knowledge on programming, maths, physics, animation, and problem-solving in general. Fully dove into web development in 2022 through free/open-source courses —*The Odin Project, freecodecamp, codecademy*— while actively pursuing an architecture career.

Projects

(06/2021) — **Size Matters**
https://pompyproductions.itch.io/size-matters
GDScript (Godot); Aseprite and Tiled for pixel-art.

Game prototype made in Godot. Generated parallax background with object instances; made hand-drawn pixel animations in Aseprite; implemented state machines; built the fonts from scratch.

(05/2022 - Present) — **The Odin Project**
https://erengazioglu.com/the-odin-project
CSS, JS, Sass, Node.js.

Open-source coding curriculum. Learned Git and WSL Terminal workflow; built a solid foundation in HTML+CSS+JS; branched out to learn more specific technologies such as Sass, Node.js, Webpack, React.

(09/2022) — **Project Euler**
https://github.com/pompyproductions/project-euler
JS, Python.

Maths puzzles involving programming. Honed fundamental skills *(such as array manipulation)*, **problem-solving skills** *(identifying performance bottlenecks)*; experimented with generator functions with JS and templating/parsing with Python.

(10/2022 - Present) — **Personal Website**
https://erengazioglu.com
JS, Sass, Node.js, React, Webpack, Netlify.

A project to put everything together: designing, coding, writing. Implemented responsive grid layout, interactive React components, page routing with React Router. Open-source, documented, and in continuous development.

Professional Experience

(05/2021 - 11/2022) — Architect
Lisbon, Portugal — **Gonçalo Byrne Arquitectos**

(04/2019 - 07/2019) — Architecture Internship
Lisbon, Portugal — **Atelier Bugio**

(05/2016 - 08/2016) — Architecture Internship
Milan, Italy — **02Arch**

Academic Experience

(09/2020)
Mestrado Integrado em Arquitetura (equivalent to MSc.)
Universidade Autónoma de Lisboa *(Lisbon, PT)*

(09/2016)
Laurea Triennale in Scienze dell'Architettura (equivalent to BSc.)
Politecnico di Milano *(Milan, IT)*

Skills & Competencies

Proficient in:	CSS, JS, Sass, Node.js, React, GDScript.
Familiar with:	TypeScript, Webpack, Gulp, LaTeX, Python.
Has exposure to:	Electron.js, Java, MySQL, C#.
Graphic software:	Adobe Creative Suite, Figma, Krita, Aseprite.
CAD software:	AutoCAD, Blender, Rhinoceros, SketchUp.
Audio software:	Reaper, Ableton, Cubase.
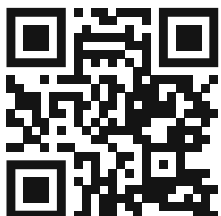
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