

# Mustafa Enes Ertarhanacı

Frontend Architect and Creative Coder from Istanbul, Türkiye

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## Contact

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## Let's drink coffee and talk

I'm a self-educated programmer with a start at 2008 (I was 14). In 2012, I've dropped off studying English Language & Literature at Ankara University. In 2013, I started my first programming job as a Junior JavaScript Developer. Next paragraph contains some of the topics I feel close to my heart.

Computer science, vim, accessibility, color theory, UX/UI design, photography, natural sciences (earth and space!), astro-photography, literature, philosophy, web, open source, video games, generative art, brutalist websites, tumblr, creative coding, electronic music, CodePen, ergonomics and cookie popups.

## Experience

### UX/UI Lead Developer at Cavai

Sep 2021 - Feb 2023 (1 year, 5 months)

Implementing product features to the world's most advanced conversational creative engine, a highly dynamic frontend system.

Delivering creative & practical solutions and roadmaps, as well as visioning and implementing architectural goals.

**Technologies used:** Vue.js, Typescript, Node.js, JSS (css in js)

### Senior JavaScript Developer at CubiCasa

Dec 2020 - Sep 2021 (9 months)

**Technologies used:** Snap.svg, Git

### Senior Software Developer at Timma

Apr 2020 - Oct 2020 (6 months)

Implementation of new features and maintenance for salon dashboard

Helping to improve and standardize code quality across the codebase

**Technologies used:** React, Node.js, Typescript, Github Workflows, webpack, SCSS, Bootstrap, Git

## **Front End Developer at Wolt**

Oct 2019 - Apr 2020 (6 months)

Implemented new UI features for wolt.com.

Contributed to development of marketing tools.

Contributed to company's charity donation campaign website.

**Technologies used:** React (hooks), Typescript, Redux, Jest, webpack, SCSS, Git

## **Front End Developer at Digital Goodie**

Jul 2018 - Oct 2019 (1 year, 3 months)

Contributed to development of foodie.fi

Worked on company's admin panel product for retailers.

**Technologies used:** React, Redux, Next.js, webpack, SCSS, Ruby on Rails, Git, Kubernetes

## **Front End Developer at Protel**

Feb 2018 - Jul 2018 (6 months)

Worked on a stock/inventory web application.

Actively took role in solving project-wise problems, like integration/delivery strategies.

Mentored teammates about best practices through code-reviews and face-to-face conversations.

**Technologies used:** Vue, Vuex, webpack, Pug, SCSS, Git

## **Full-Stack Developer at VNGRS**

May 2017 - Feb 2018 (9 months)

Worked as a Full-stack JavaScript Developer in e-commerce projects (Ounass, Nass, Mamas & Papas) for a Dubai-based client.

Worked in ReactNative mobile app development for another client, SambaPos, a stock/inventory management app for restaurants.

**Technologies used:** Node.js, ElasticSearch, React, ReactNative, Redux, webpack, Stylus, Git

## **Front End Developer at Adphorus**

Mar 2015 - Aug 2015 (5 months)

Development, testing, and maintenance of front-end components of a dashboard.

**Technologies used:** React, Sass, Mocha, Grunt, Node.js, Git

## **JavaScript Developer at Splash Inc.**

Feb 2014 - Jan 2017 (2 years, 11 months)

Front-end development for UK-based clients like Time, Sky and Jamie Oliver. Developed several CLI and desktop applications, using Electron and Node.js.

**Technologies used:** Node.js, SASS, LESS, React, Backbone, jQuery, Babel, Electron, MongoDB, Grunt, Gulp, Make, Tape, Travis, Git

## **Junior JavaScript Developer at E-Net**

Sep 2013 - Jan 2014 (4 months)

Developed components for Ucakbiletiniz.com. Scripted automated tests using Selenium in Python.

**Technologies used:** CoffeeScript, Backbone, jQuery, Python, Selenium, Git

# Presentations

- [Design Process of a React-GraphQL App](#), Virta, 2020.
- [Simple Steps for a Better Accessibility on Web](#), Frontend Competence Meetup at Wolt, 2020.
- [Generative Art](#), Campfire Session at Digital Goodie, 2019.
- [Vim Introduction](#), Lightning Talk at VNGRS, 2017.

## Selected open source works

### Projects

- [Writ - Website engine](#)
- [KICSS - CSS-first approach on interactive UIs](#)
- [Sorted CSS Colors](#)
- [Reads Feed](#)
- [React-GraphQL App for a Presentation](#)
- [Salinger Task Runner](#)
- [USCSS Pre-Processor](#)
- [Nisanyanmap Web Scraper](#)
- [Elvis Driver: A Universal API Driver](#)

### Creative coding

- [Async UI flows with promises](#)
- [Visualizing The Earth's Orbit & Seasons](#)
- [Visualizing The Sun's Path in the Sky](#)
- [Pixel-Art Earth & Moon](#)
- [Morning](#)
- [Pixel-Art Moonset](#)
- [Color Contrast Visualisation](#)
- [Kodama Generator](#)
- [3D Visualization of DOM](#)
- [Calculating PI Using Raindrops](#)
- [Let's!](#)
- [A Tree](#)
- [3,000 – Tree with a thousand leaves](#)
- [Park Street 11 - 3D CSS](#)

### Unix shell snippets

- [Makefile for the Front-End](#)
- [useof.sh](#), [importof.sh](#), [find\\_unused.sh](#)