

SINAN YUCESAN

(434) 326-8060

sinan.yucesan@gmail.com New York, NY

[PORTFOLIO](#)

[GITHUB](#)

[LINKEDIN](#)

SKILLS

JavaScript, React, Redux, Python3, Flask, HTML, CSS, Ruby, Ruby on Rails, Mongoose, MongoDB, Node.js, Express.js, SQL, SQLite3, PostgreSQL, Webpack, jQuery, Git, Heroku, AWS S3, R, Microsoft Excel, VBA, Power BI

PROJECTS

HipTrip (PostgreSQL, Rails, ReactJS, Redux, HTML5, CSS3, JavaScript, Google Maps API, AWS)

[live](#) | [github](#)

HipTrip is a clone of HipCamp, an online marketplace for camping experiences.

- Created user authentication functionality by instantiating session tokens upon sign-up and logins with BCrypt and checking against the session's session token.
- Implemented CRUD functionality for location bookings employing nested rails routes.
- Integrated Google Maps functionality that marks locations and filters search results through map navigation, by registering event listeners for map 'idling' events and fetching all locations in the backend that lie in the bounds of the current idled map.

ownProsdotMatch (MongoDB, Express, ReactJS, Node.js)

[live](#) | [github](#)

A matching app to connect people who are looking for coding buddies and pair programmers.

- Incorporated user authentication utilizing passport-jwt and functionality to like and notify other users upon a match.
- Devised and implemented an action plan on how to structure the backend to best match the expectations of the front-end developers within the team.
- Created Mongoose models, validations and Express routing actions to retrieve, create and alter users, likes and notifications.

StarJouster (JavaScript, HTML5, CSS3)

[live](#) | [github](#)

A 2D platform 'Joust' game with a star wars theme.

- Utilized canvas to create a 2D platform game where objects are continually moved and redrawn with every animation frame request.
- Implemented multiple interacting player and environment classes that display different behaviors on collisions.
- Incorporated extra class functionality based on selected game difficulty through the menu by instantiating varying numbers of enemies and having different respawn rates utilizing setInterval to provide a more complete user experience.

EXPERIENCE

Risk Analyst

Lockton Companies, Kansas City (USA)

May 2018 - Dec 2019

- Produced daily ad hoc reports utilizing R, Power BI and Excel to track and report KPIs for client-facing teams.
- Built and developed internal Power BI and Excel (VBA) models for policy renewal analytics, helping broking units expand on new verticals and lines of businesses. Acted as one of the leads of an internal benchmarking project, coordinating efforts and working together with SQL developers and business analysts daily.
- Created training material and trained 3 new analysts on actuarial concepts and internal models, and brokers on interpreting loss projections and how best to incorporate risk analytics to sales pitches.

Management Consulting Intern

EY LLP, Istanbul (Turkey)

Jul 2017 - Aug 2017

- Performed a benchmarking study on the cases of bank branch transformations in their efforts to improve customer experience.
- Analyzed twitter data to identify areas of improvement for a smart transformation project for the city of Istanbul.

EDUCATION

Web Development - App Academy

Mar 2020 - July 2020

Immersive full-stack software development course which entailed 1000+ hours of coding over 16 weeks.

Bachelor of Sciences in Systems Engineering, Statistics - University of Virginia

Aug 2013 - Dec 2017

Relevant Coursework - Deterministic Decision Models, Data & Information Engineering, Data Analysis with Python