

# YUSUF KINATAS

Frontend Developer

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## Work Experience

### Frontend Developer

Mar 2021 - Current

Modus Create

*React Native - TypeScript - Redux - Storybook - SWR - React Hook Form - WatermelonDB*

- Developing a [podcast listening app](#) empowered with social features.
- Customized components to make them usable with react-hook-form.
- Contributing to design with UX suggestions.
- Code reviews with team members.

### Frontend Developer

May 2020 - Mar 2021

[Lean Scale](#)

*React - Redux - Next.js - Express - Sass - Cypress - React Hook Form - Lokalise - NextSEO - Jenkins - Zeplin - Gitlab - ClickUp*

- Developed [la3eb.com](#) in 2 months with a team of 3 people.
- Developed a component-based UI library for React and wrote unit tests for it.
- Led a frontend team of 5 people for 4 months at the [DCA Food](#) project (Provided them with sprint planning, knowledge distribution, communication between different teams. Also worked closely with PMs & designers to overcome challenges).
- Contributed to product development with UX & feature suggestions.
- Improved DevOps implementation.
- Refactored the DCA Food codebase to increase reusability & optimize performance.
- Handled pair coding & code review sessions with junior team members.

### Frontend Developer

July 2019 - May 2020

[Metrobi](#)

*React - React Native - MobX - Ant Design - Less - styled-components - Firebase - Firestore - Stripe - AWS - Moment.js - Expo - Jira - Zeplin*

- Developed [the mobile application](#) from scratch in 10 weeks. The app uses live location data which enables the drivers to choose the delivery that suits them and follow the route optimized for delivery.
- Developed dashboard for delivery tracking, billing, KPI tracking, driver management, etc.

### React Native Developer

April 2018 - July 2018

[Kodnet Mobile](#)

*React Native - IAP - AdMob - react-native-svg-charts - react-native-navigation*

- Developed an [Instagram account analysis application](#).

### Game Developer

October 2017 - February 2018

[Dotto Games](#)

*C# - Unity - Firebase - MVC Design Pattern*

- Developed 6 different mobile game prototypes.
- Implemented A\* path-finding algorithm for a match-3 game.

## Education

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### Computer Engineering

2015 - 2019

Yıldız Technical University

Participated in IEEE courses and activities.

## Projects

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- **Manchmark**

*React-Native - Express - Node.js - MongoDB - Mongoose - AdMob - react-native-interactable - react-native-navigation - Postman*

Manchmark is a mobile game on [Google Play](#) where players compare their skill levels with other players in 6 different mini-tests. Node.js server with MongoDB is used in the back-end to store and process user scores.

- **Narmoni**

*React Native - MobX - Firebase - Algolia - react-navigation*

A shopping assistant application to compare prices between markets and optimize shopping lists to save money. Used firebase for all database needs.

- **MenuPratic**

*React Native - Expo - Firebase - MobX - Bitbucket Pipeline - react-navigation*

A QR code menu application to give orders in restaurants. Used bitbucket pipeline to start expo builds. Developed an Instagram-like story component for restaurant offers & announcements. Released on [App Store](#) & [Google Play](#).

- **Yenidunya Magazine**

*React Native - Expo - MobX - react-navigation*

A magazine reader app for a local magazine. Implemented different font-sizes, theme options, and a sound player (article reader) for a more customized and accessible experience. Released on [App Store](#) & [Google Play](#).

- **Counttime**

*React - Firebase - CircleCI*

An online & shareable countdown timer. Timers are on the cloud, so you can start/pause the same timer from different devices, as well as close the browser if you want.

- **Personal Portfolio**

*React - Next.js - Sass - Framer Motion - Vercel - Figma*

My portfolio. Used Framer Motion for page transitions and Vercel for hosting. [Design](#) is made by me with Figma.

## Languages

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English: Fluent

Turkish: Native