

Gürcan GÜL

Computer Engineer - Software Developer

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SKILLS

- **SW:** Java, JavaScript, TypeScript, React, Node.js, HTML/CSS, SQL, MongoDB, Redux, Git
- **HW:** Hardware Design and Development (PCB (Printed Circuit Board) Design, Schematic Design and Circuit Simulation, FPGA Programming and Configuration, VHDL/Verilog Programming, Analog and Digital Circuit Design). Computer Hardware Maintenance and Repair (Assembly and Repair of Computer Components, System Upgrades and Enhancements, Cooling Systems Management (Air and Liquid Cooling), Troubleshooting and Technical Support). Networking and Communication Technologies (Network Hardware and Configuration (Router, Switch, Access Point), Wireless Communication Technologies (Wi-Fi, Bluetooth), Data Communication Protocols (TCP/IP, Ethernet), Industrial Network Systems (RS-232/RS-485)

WORK EXPERIENCE

TÜRK EKONOMI BANKASI - Software Developer

(December 2022 – October 2023 | 11 Months)

- I contribute to the redevelopment of the Corporate Internet Banking Web application as a full stack developer. For frontend I use Typescript&React, backend In TEB, an in-own application framework called Star, similar to Spring Boot, was used. PL/SQL is used as database. Tools such as Oracle WebLogic, Git, Gradle were used.

RADITY - Frontend Developer

(July 2022 – December 2022 | 6 Months)

- Contributed to develop Insurance Portal projects. Implemented Dashboard system that user can see daily, monthly summary of the system. In the project I used React and TypeScript, also Material UI.

JOTFORM - Frontend Developer Intern

(2021 July - September 2021 | 2 Months)

- Developed a Gantt Chart feature by using JavaScript and React&Redux. Gantt chart, commonly used in project management, is one of the most popular and useful ways of showing activities (tasks or events) displayed against time. This project is available in live view.

EDUCATION

- İZMIR INSTITUTE OF TECHNOLOGY, BSC COMPUTER ENGINEERING, (GPA: 2.72) | 2018 – 2022
- URLA ANATOLIAN TECHNICAL HIGH SCHOOL, INFORMATION TECHNOLOGIES (2011 – 2015)

PROJECTS

1) QIZTECH - ONLINE QUIZ APPLICATION - 2021

- Used Node.js, several npm modules, libraries and APIs to create clone of Kahoot! (It is a popular online quiz app). Also used React to create a single page web application for find and create quizzes. Project Details: <https://github.com/gurcangul/QuizTech>

2) ONLINE APPOINTMENT FOR SPORT CENTERS - 2022

- Application that takes reservations for members of the gyms. Node.js, React MongoDB and Express were used. Also, this project is my graduation project. Project Details: <https://github.com/gurcangul/Online-Appointment-for-Sport-Centers>

3) Automatic Pet Feeder | 2021

- Developed and designed an automated animal feeding dispenser to streamline the feeding process for pets or livestock. **Hardware Design:** Designed and assembled the mechanical and electronic components of the dispenser. **Microcontroller Programming:** Programmed a microcontroller to control the dispensing mechanism and manage schedules. **Sensor Integration:** Used sensors to monitor food levels and automate feeding based on sensor input. **System Testing:** Conducted rigorous testing to ensure the dispenser operated correctly and reliably. **CAD Tools:** Utilized CAD software for designing and prototyping the hardware components. Details: <https://github.com/gurcangul/AutoMaticPetFeeder> Live Demo: <https://www.youtube.com/shorts/iRmTPGfs510>

CERTIFITACES

- **Getir&Patika.dev Node.js Bootcamp** - January 2022 Credential ID: [28597831910621](#)
- **Version Control Systems** - September 2021 Credential ID: eyJ1c2V