

YUNUS EMRE KOYUN

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FULL-STACK DEVELOPER

SUMMARY

Detail-oriented Full Stack Developer with a strong foundation in both web and game development, combining front-end creativity with robust back-end logic. Built responsive web applications using the MERN stack and developed interactive 2D games with Unity as part of personal projects and self-driven learning. Gained hands-on experience in teamwork, problem-solving, and project coordination during internship periods. Demonstrated ability to create scalable and maintainable systems with clean architecture and intuitive user interfaces. Skilled in collaborating with teams, managing project structures, and integrating external services. Passionate about delivering efficient code and seamless digital experiences.

WORK EXPERIENCE

Ziraat Technology

Intern Computer Engineer

Jul 2024 - Jan 2025

- Participated in backend-focused training programs within the banking domain, gaining hands-on experience with integration logic, database systems (PostgreSQL, Oracle, MongoDB), and the connection between frontend and backend layers.
- Explored and developed small-scale projects using modern JavaScript libraries such as React, Next.js, and Vue.js; presented outcomes and learned about UI design practices.
- Observed and engaged in real-world development workflows, including team collaboration, version control systems, task distribution, and problem-solving in agile environments.

BELSIS Software

Intern Computer Engineer

Jul 2022 - Sep 2022

- Developed frontend interfaces using React and optimized their integration with backend services; resolved API and database query issues for improved system stability.
- Gained experience with .NET-based backend development while analyzing data using SQL queries for reporting and debugging purposes.
- Took part in daily stand-up meetings and team discussions to understand professional software development lifecycles and effective task management in a collaborative setting.

Amasya University

Content Creator

Nov 2021 - Jun 2022

- Coordinated the transition of live courses to online platforms, working closely with university faculty to prepare digital lecture content and manage recording/editing workflows.
- Managed the full lifecycle of educational content production, including data collection, statistical analysis, and reporting on student engagement.

EDUCATION

Amasya University

Sep 2020 - Jan 2025

- Bachelor of Computer Engineering
- GPA:3.06

KEY SKILLS

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| <ul style="list-style-type: none"><u>Web Development</u><u>Version Control</u> | <ul style="list-style-type: none"><u>Frontend Development</u><u>Development Lifecycle</u> | <ul style="list-style-type: none"><u>Backend Development</u><u>Problem Solving</u> | <ul style="list-style-type: none"><u>Database Management</u><u>Team Collaboration</u> |
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