CAN ÜNALDI

Junior Software Developer

ABOUT

I am a Junior Software Developer who is a senior student at Boğaziçi University. I am currently working as a back-end oriented Web developer. I am also working on some android projects.

CONTACT

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SKILLS

- ✓ Html, CSS, JavaScript (8/10)
- ✓ Node.js (8/10)
- ✓ ASP.NET/Core (7/10)
- ✓ React.js (7/10)
- ✓ Kotlin (7/10)
- ✓ C# (8/10)
- ✓ SQL (8/10)
- ✓ Unity (7/10)
- ✓ Java (5/10)
- ✓ Python (6/10)

Hobbies

- ✓ Cinema and Filmmaking
- ✓ Game Development
- ✓ Tennis

EDUCATION

Boğaziçi University Management Information Systems
2016 - Present
Undergraduate | GPA: 3.2
Graduation Date: June 2022

Kastamonu Science High School
2012 - 2016

WORK EXPERIENCE

KoçSistem | Part-time Junior Software Developer
September 2021–Present
- ✓ REST API development with Node.js, Express and Serverless for Pixage product.
- ✓ Some Front-end development support with React.js and Vanilla JavaScript.

KoçSistem | Software Development Intern
August 2021–September 2021
- ✓ Back-end software development with Node.js for Pixage product.

Boğaziçi University Web Unit | Student Assistant
November 2020–September 2021
- ✓ Development and maintenance of university's websites and web applications of the university.

VOLUNTEER EXPERIENCE OR LEADERSHIP

Boğaziçi University Cinema Club | President
September 2021–Present
- ✓ 2018-2019 | Vice president
- ✓ 2017-2021 | Board member

Görüntü Dergi | Executive Editor/IT Specialist
August 2021–September 2021

Freelance | Web and Android Developer
November 2019–Present

Freelance | Videographer
September 2018–October 2020

Read on to see some selected projects.

PROJECTS (SCHOOL AND INDIVIDUAL)

WEB APPLICATIONS

INVENTION NOTIFICATION APPLICATION (COMMERCIAL)

Invention Notification Application has been developed to manage in-house invention processes. It is developed using Node.js, Ejs and some Azure features.

TRENDS FOR YOU YOUTUBE API APPLICATION(SCHOOL)

Trends For You app has been developed to suggest customized videos on trends using YouTube videos that the user likes. The application is not finished. The application is developed using YouTube Data API, Node.js and Ejs.
Repo Link

BOUN CLUB MANAGAMENT SYSTEM(SCHOOL)

Club Management System has been developed to digitize the processes of clubs such as permission, member registration and reservation.
ASP.NET Core and some features Azure were used.
Repo Link

ASP.NET UNIVERSITY REGISTRATION SYSTEM(SCHOOL)

This web application can perform all simple functions of a student and course registration system. The system administrator registers students and professors to the system with usernames and passwords. Registered professors create certain courses on the system within the framework of various restrictions. They can make various adjustments such as course quota, prerequisites, need for consent and student department criteria. Students can register for courses open on the system according to consent approval, quota status, credit-department restrictions etc. Students send messages to Professors over the system for courses requiring consent, and who receive acceptance are eligible to add them to their course list. After the registration process is completed, Professors grade the students enrolled in the course. The student can see the transcript on their profile page. In addition, all users can perform basic tasks such as changing passwords, changing profile photos, and entering contact information. The administrator can interfere with all the features of all users.

MOBILE APPLICATIONS

CUNTR ANDROID APP(SCHOOL)

Cuntr app is a social countdown app. The user can enter the application and create private, shared, or public countdowns. Private countdowns are used for creating reminders for users. Shared countdowns, on the other hand, are there for users to share and follow together various activities they have planned with their friends. Public countdowns are open for everyone to see and are used to promote events.
Android Studio, Firebase and Kotlin were used.
Repo Link

ANDROID JOB TRACKING APP(INDIVIDUAL)

Developed using Android Studio SQLite and Java for personal use exam, lesson and job tracking mobile app as a learning project.

GAMES

LIGHT-UP MOBILE GAME(INDIVIDUAL)

Mobile adaptation of the lighter table game. Developed using Unity and C#.
Store Link

SPACE GENIUS MOBILE GAME(SCHOOL)

It is designed to assist children in their distance education process. Basic level trainings on concepts that children are familiar with and can grasp comfortably, such as emoji, have been integrated into the game.

JAVASCRIPT CHECKER GAME (SCHOOL)

The project includes the classic checkers game played on the browser. It can be played with multiplayer or computer.

UNITY VARIOUS CLONES OF FLAPPY BIRD AND AA MOBILE GAMES(INDIVIDUAL)

It includes several improved clones of Flappy Bird and AA games. As a learning project, three-dimensional versions of these games and various versions made for fun purposes were developed.

UNITY CINEMA TRIVIA MOBILE GAME(INDIVIDUAL)

It was developed for the orientation period of the cinema club to entertain members, measure their level of knowledge, and give various awards.

WEBSITES

ACADEMICIAN WEB PAGE (COMMERCIAL)

Developed using WordPress, Php and CSS. Web Page Link

COMMERCIAL WEB PAGE(COMMERCIAL)

Developed using Drupal, Php and CSS. Web Page Link

NON-PROFIT ORGANIZATION WEB PAGE(INDIVIDUAL)

Developed using Drupal, Php and CSS. Web Page Link

WEB PAGE OF BOGAZICI UNIVERSITY CINEMA CLUB(INDIVIDUAL)

It was developed to promote the cinema club and to enable it to communicate with its members.   JavaScript, Html and CSS were used. Web Page Link

DEEPMIA PROJECT WEB PAGE(INDIVIDUAL)

The website of the research project DEEPMIA. Developed using Drupal, Php and CSS. Web Page Link

BOGAZICI UNIVERSITY IIBF WEB PAGE(SCHOOL)

The website of Bogazici University Faculty of Economics and Administrative Sciences. Developed using Drupal, Php and CSS. Web Page Link

CONSOLE APPLICATIONS

JAVA SHOPPING APPLICATION(SCHOOL)

The program is a basic shopping app. The user enters the system with his/her username and password and adds the desired product to the basket from the categories he/she has chosen. The program calculates the total cost according to various tax rates. If there is a special discount for the user's membership level, it applies, and if any points are earned, it is recorded in database and prints the total cost. If the user chooses to complete the purchase, the product is reduced from stock. It run on console. Uses MySQL Database to store product, user, and stock information.

JAVA ATM FIRMWARE(SCHOOL)

The project is based on a theoretical ATM firmware that runs on consol. It can carry out all the operations that a normal ATM can perform and print the transaction receipt in detail to the user.

JAVA INTERBANK TRANSACTION APPLICATION (SCHOOL)

With this program, several banks can be created, and various users can be registered to these banks to make internal and external money transfers. Banks and interbank institution receive various commissions and fees from these transfers. All transactions are recorded in the database in detail.