Cem Karakurt Berlin, Germany ickarakurt@gmail.com

FullStack Developer

cemkarakurt.com github.com/ickarakurt linkedin.com/in/ickarakurt

Diligent and quick-learning software engineer with a passion for web development that began in 2013. Over the past five years, I have exclusively focused on enhancing my coding skills. Proficient in ReactJS, NodeJS, PHP, and Ruby, I am also keenly interested in AWS and system architecture.

SKILLS

Tools and Languages Communication

NodeJs, ReactJS, Typescript, PHP, Ruby (RoR), MongoDB, PostgreSQL, MySQL, Tailwind, AWS English (fluent), Turkish (native), German

TECHNICAL EXPERIENCE

Full Stack Engineer March 2022 — Present

Babbel GmbH Berlin, Germany

• Working as a Full Stack Engineer, responsible for both front-end and back-end development.

Software Engineer Aug 2020 — Dec 2021

11Sight LLC Remote

- Implemented OAuth provider and single sign-on functionalities.
- Developed and documented new API endpoints.
- Created new features for a Ruby on Rails web application.
- Managed Ansible scripts and took part in deployment processes.
- Tech Stack: Ruby on Rails, PostgreSQL, ReactJS, Lua, Ansible.

Software Engineer Dec 2019 — Jun 2020

Countly Izmir, Turkey

- Developed a one-page React web application, implementing analytics events.
- Collaborated with customers to resolve technical issues and provide guidance.
- Integrated 3rd party APIs into the React web application.
- Tech Stack: ExpressJS, NextJS, i18Next, TailwindCSS.

Software Engineer May 2019 — Nov 2019

Gatemarine Izmir, Turkey

- Developed a real-time tracking system using NodeJS, ReactJS, and MongoDB.
- Created internal tools using CodeIgniter and Bootstrap.
- Managed the deployment of projects to shared hosting and Linux servers.
- Tech Stack: Express JS, MongoDB, ReactJS, Redux, Tailwind, NGINX, GIT, WebSocket, CodeIgniter, MySQL, CouchBase.

EDUCATION

Bachelor of Science in Computer Engineering, Izmir Institute of Technology 2016 - 2021 Associate of Science in Business Management, Anadolu University 2018 - 2020