Kutay Cinar

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A new software engineer graduate from University of Victoria with multiple co-op experiences in startups and agile teams who posses a strong foundation computer science.

Languages	Technologies	Tools
Python • TypeScript • C/C++ • C# • SQL	React • React Native • Svelte • Unreal • Unity	Linux • Git • VSCode

PROFESSIONAL EXPERIENCE

Junior Frontend Developer @SaaSquatch (8 month co-op) — *2021 - 2022*

- Created web components for _Mint Components_ using Stencil and UI components in React.js that follow MVC principles with custom HTML, CSS, hooks, and GraphQL calls viewed by +1,000,000 of end users.
- Authored technical specification documents of view designs using Cucumber tools and Gherkin syntax, assembled Storybook stories, and completed test matrices for quality assurance.
- Developed core functionalities of _Raisins_, a WYSIWYG visual editor, by expanding its capabilities to support a wider range of web elements, and implemented unit and integration tests in Jest and Cypress.

Skills: React • TypeScript • Web Components • Figma • Git

Junior Full Stack Developer @UVic (4 month co-op) — *2019*

- Developed an internal application to track over 1500 workstations with monitors and equipment within the engineering faculty using the Linux, Apache, MySQL and PHP stack.
- Designed a dashboard for viewing and mitigating Common Vulnerabilities and Exposures from computers in 25 staff rooms and faculty laboratories by writing API integrations to work with Bash and PowerShell scripts.
- Built an Android app that used device text-recognition to onboard and update assets tagged with barcodes in lab rooms.

Skills: PHP • MySQL • JavaScript • REST APIs • Android Studio

Technology Analyst @UVic (4 month co-op + 28 month part-time) — *2018 - 2021*

- Provided application, network and hardware support to a population of more than 25,000 of faculty, staff and students by solving numerous user problems relating to device, account, password, network and Wi-Fi.
- Integrated an AI chatbot with IBM Watson to reduce weekly work-hours required by consultants.

Skills: Problem Solving • Customer Service • Information Technology

EDUCATION

Bachelor of Software Engineering | University of Victoria — *2017 - 2022*
Specialization in Computer Vision & Graphics
Graduating GPA: 8.32 / 9.0

PROJECTS

Daily Focus
React + Capacitor app to track habits. Available on Google Play Store.

Arena Wars
A simple multiplayer arena game with Unity using Steamworks SDK and Mirror.

Astronaut Bob
Unreal Engine space themed endless runner. Available on App Store and Google Play Store.

Pocket Companion (closed source)
Progressive Web App built for Checkfront as a capstone project in a team of twelve.

Animation System Tools
Splines, particles, inverse kinematics systems built in C++ for CSC-473.

Ray Tracer
Python implementation in a weekend.