Gökhan Genç

Software Engineer with experience in both front-end and back-end technologies, specialized in building dynamic, responsive web applications optimized for seamless functionality and user-centered design.

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EDUCATION

Bachelor of Science, Computer Engineering

Cukurova University, 2018 - 2024

GPA: 2.94/4.00

WORK EXPERIENCE

TSE | Intern

Jul 2023 - Aug 2023 | Ankara, TR

- Worked as an intern in the software department.
- Developed web applications using React,
 TypeScript, React Query, and Tailwind CSS.

imaginite Studios | Intern

Jul 2022 - Aug 2022 | Adana, TR

- Worked as an intern in the game development department.
- Developed games using Unity, and C#.

Pera Games | Game Developer

Jun 2021 - Jul 2022 | İstanbul, TR

- Developing hyper-casual games that meet industry requirements.
- Write clean, readable and consistent code.
- Developing efficient and system-friendly projects.
- Working in an integrated way with different teams.

PROJECTS

Reachspan | Sole Developer

- Interactive web app for a TTRPG; includes random character creation algorithms with save/load functionalities.
- Built with JavaScript, HTML, and CSS.

Taskpad | Sole Developer

 Lightweight task management application includes fast builds, type safety, and utility-first styling.

- Designed for simplicity, offering an intuitive interface for efficiency.
- Built with React, Vite, and Tanstack Query.

SKILLS

Programming Languages

- Proficient in: JavaScript, HTML5, CSS, React, TypeScript
- Working knowledge of: React, TypeScript, NextJS, React Query, Tailwind CSS

Technologies

HTML & CSS, JavaScript, React, TypeScript, Tailwind, Git, Node, NextJS, React Query, Unity, Appwrite, Vite

Languages

Turkish, Native

English, Highly Proficient