



Gülşah Düzgün
Full Stack Developer

I am committed to delivering high-quality, efficient, and scalable software solutions with my strong problem-solving abilities and collaborative approach. I'm eager to contribute my skills and passion for technology to a dynamic team.

Contact Info

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- 🌐 https://www.linkedin.com/in/gldn/

Education

Manisa Celal Bayar University, Hasan Ferdi Turgutlu Faculty of Technology - Software Engineering Department

Erzincan Anadolu High School

Skills

- Programming Languages:** Node.js, Java, JavaScript, C
- Frontend:** HTML5, CSS3, React.js, Next.js, Vue.js, Angular.js
- Databases:** MSSQL, MYSQL, PostgreSQL
- Frameworks:** React.js (Redux, React Router, React Query, React Hook Form, React Icons, React Hot Toast, React Error Boundary Redux Toolkit, Redux Thunks), Vue.js, Angular.js, Next.js, Express.js
- Testing:** Jest, Mocha
- CSS Preprocessor Language:** Sass (Syntactically Awesome Stylesheet), SCSS
- CSS Libraries:** Styled Components, Tailwind CSS, Bootstrap, Bulma.js
- Libraries/tools:** Webpack, Vite
- Devops:** Git, Docker
- Cloud:** AWS S3
- Marketplace:** Shopify

Experiences

- Softtech - Internship (July 2022 - December 2022)**
- I completed my 6 month internship at Softtech, where I worked on Front-End development using the Vue framework. At the first week of my internship, I improved my skills on Vue and later successfully completed tasks involving Html/Css and Js. Contact information of my manager can be found in reference section.
- BilgeAdam - Product Consultant (July 2023 - December 2023)**
- I was employed as part of the BilgeAdam talent program for six months. During this period, I created end-user interfaces using HTML, CSS, jQuery, and Javascript, and provided support to customers for internal technologies. Contact information of my manager can be found in reference section.
- Longhorn Games - Full-Stack Developer Consultant (January - October 2024)**
- I have been working as a Front-End Developer Consultant at Longhorn Games for 1 year. Longhorn is a company that develops mobile games. I worked on the company website and its dashboard. This dashboard was designed to track game projects, monitor and compare other games in the market, store new game ideas, and upload game images. On the backend, I prepared and tested the necessary endpoints for the games, ensuring that the images were uploaded to Amazon S3 and served from there. During my time at Longhorn, I have worked with technologies such as Tailwind CSS, Styled Components, Next.js, React.js, React Query, React Router, React Hook Form, and Express.js. My manager's contact information can be found in the reference section.
- Tal Project Website - Freelance (October - December 2024)**
- I launched **Tal** website. It is built on Shopify. All components have been added to be customizable from the dashboard. The product sales system is integrated through the lyzico payment system. The site is set up to be multilingual. Social media integration and a contact form have been added. The search section is designed to allow searching on products.

References

Name:Hüsnüye TATLI (Softtech)	Name:Uğraş Anıl Polat (BilgeAdam)	Name:Ozan Kaşıkçı (Longhorn Games)
Title: Production Team Leader	Title:Unit Manager	Title:Founder
Phone number:0505 129 4560	Phone number:0532 760 32 76	Phone number:0537 664 86 79