Deniz Sarıbayır

COMPUTER ENGINEER

I started my software development journey by bringing my own project ideas to life with Windows Forms, Unity and ASP.NET technologies. With a strong passion for both game development and web programming, I aspire to build a career in these fields. My hands-on experience and enthusiasm for creating software solutions drive me to continually learn and adapt in the ever-evolving world of technology.

Education

Sakarya University   2018 – 2022
Computer Engineering (GPA: 2,93)

Atakoy Cumhuriyet High School   2014 – 2018

Work Experiences

Index Group   October 2022 – Present
Software Development Assistant Specialist

Projects: www.indexgruppazar.com, garanti.indexgrup.com
- Joined the www.indexgruppazar.com project in later stages, contributed by testing previous developments and reporting results.
- Became part of the project management team and successfully completed all testing processes while creating technical documentation.
- After the project went live, took over frontend development using React and backend development with .NET, enhancing user experience and functionality.
- Worked on a B2B project for digital warranty certificates and user manuals, launched as garanti.indexgrup.com.
- Collaborated on the MVC project, leading backend development (.NET & JavaScript) and testing processes.
- Improved skills in MSSQL, coding, and gained experience with in-house web projects involving table and graph design, as well as theme integration for .NET applications.

HepsiJET   June 2022 – July 2022
Intern

- Completed a 20-day internship focused on Android development using Java and Kotlin in Android Studio.
- Developed several mobile applications and finalized the internship with the Random Tools project.

Hepsiburada   August 2022
Intern

- Installed and configured Windows and macOS systems for end users.
- Performed hardware diagnostics, including RAM and SSD health checks.
- Replaced and upgraded various computer components (RAM, SSD, etc.).
- Provided basic technical support and troubleshooting for hardware-related issues.
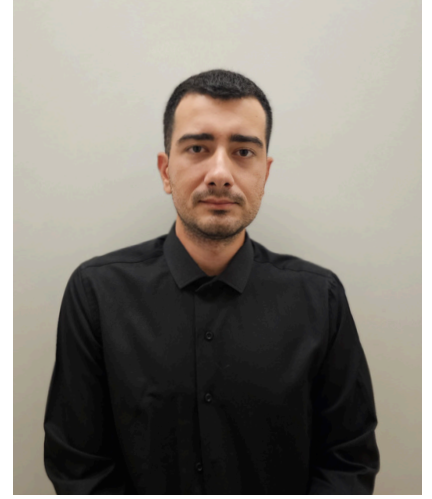
Contact

- +90 (532) 645 36 94
- Esenyurt / Istanbul
- deniz0311@hotmail.com
- chareless.github.io/saribayirdeniz
- github.com/chareless

Personal Information

Date of Birth: 03.11.2000
Marital Status: Single
Military Status: Completed
Driving License: B

References

Prof.Dr. Ahmet Zengin
Sakarya University
azengin@sakarya.edu.tr

Languages

English (B2)

Skills

- Game development with Unity
- Microsoft ASP.NET MVC
- C++ ve C# desktop and console applications
- Android application development with Java & Kotlin
- Web design using ready-made themes with HTML, CSS, Javascript
- Microsoft Programs (SQL Server, Word, Excel, PowerPoint)
- Functional Page Development with React.js

Projects

Garanti-Index
https://garanti.indexgrup.com

- Led backend development using .NET and JavaScript for digitizing warranty certificates and user manuals.
- Implemented IP-based access control and session-based login functionality.
- Developed custom authorization services tailored to different user roles and site functions.
- Managed the testing process to ensure functionality and reliability of the application.

IndexgrupPazar
https://www.indexgruppazar.com

- Joined the project in later stages, conducted testing of previous development phases, and documented results.
- Became part of the project management team, completing all test processes and creating technical documentation.
- After launch, took over frontend development with React and backend development with .NET.
- Implemented major improvements to enhance user experience and overall functionality of the platform.

Spaceship Starcraft
https://play.google.com/store/apps/details?id=com.saribayirdeniz.SpaceshipStarcraft

- Developed a 2D space-themed Android game using Unity, featuring story mode, additional game modes, market system, and achievements.
- Designed and implemented all game mechanics, UI systems, and gameplay logic.
- Created all visual assets and animations using Aseprite.
- Managed the entire game development lifecycle—from concept to publishing on Google Play.

BEGINNING OF THE HEROISM & ROAD TO HEROISM – Graduation Game Projects
https://play.google.com/store/apps/details?id=com.DOM.BeginningofTheHeroism
https://play.google.com/store/apps/details?id=com.DOM.RoadToHeroism

- Developed two 2D Android games in Platformer and Base Defense genres using Unity.
- Took full responsibility for coding, level design, and overall game structure.
- Implemented gameplay features including a skill system and in-game market mechanics.
- Designed engaging stages and combat dynamics to enhance player progression and replayability.
- Managed all aspects from development to publishing on Google Play.

Random Tools
https://play.google.com/store/apps/details?id=com.deniz.randomtools

- Developed a multi-purpose utility app in Kotlin as a post-internship project.
- Includes features such as password storage, location and link saving, percentage and list calculations, random draws, and timers/stopwatches.
- Designed as an all-in-one tool for daily tasks, focusing on functionality and simplicity.