

EREN ÖZDEMİR

FULL-STACK DEVELOPER & PRODUCT BUILDER

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Electrical & Electronics Engineering student and product-focused developer building software around real operational problems. Experience across full-stack products, internal ERP systems, AI integrations, browser automation, 3D workflows, and RFID-enabled event technology. Seeking a part-time or internship role alongside ongoing studies.

EXPERIENCE

Product & Software Developer — Visa Consultancy Company

Istanbul · 2025–Present

- Developed and refined a multi-tenant internal ERP used to manage customers, visa applications, appointments, documents, tasks, office configuration, and operational workflows.
- Built the Chrome Manifest V3 form-assistant extension and connected it to office workflows, reducing repetitive official-form entry from roughly 15–20 minutes to 1–2 minutes per application.
- Translated day-to-day staff processes into application states, checklists, reminders, dashboards, and operational tooling; iterated directly from office feedback.
- Worked across product decisions, frontend implementation, automation, and workflow design rather than only implementing isolated UI tasks.

SELECTED PRODUCT WORK

tinyme — AI-powered personalized 3D commerce · [beneren.vercel.app/work/tinyme](#)

- Built the product flow from photo upload and Gemini-generated figurine preview through customization, checkout, order tracking, and fulfillment.
- Built the responsive web/mobile experience and an internal admin dashboard for order tracking and operational management.

Stack: Next.js, React Native/Expo, TypeScript, Python, FastAPI, Gemini, Firestore, Google Cloud

r3Der — AI-assisted 3D venue & stage planning · [r3der.vercel.app](#)

- Built a technical workflow that identifies equipment, generates a reviewable React Three Fiber stage, and keeps artist-venue revisions tied to the event.
- Developed the web experience and 3D workflow, with responsive artist and venue interfaces and mobile field-testing support.

Stack: Next.js, FastAPI, Gemini, Three.js / React Three Fiber, Blender, Git/GitHub

biletlik — UHF RFID event ticketing & access technology · [www.biletlik.net](#)

- Designed a digital-to-physical event experience around UHF RFID-enabled woven wristbands, connecting ticketing, event discovery, and on-site access.
- Built the responsive product/landing experience and explored the physical wristband system as part of the overall event technology.

Focus: UHF RFID, Event Technology, Product Development, Frontend Development, UI/UX

TECHNICAL SKILLS

Frontend & Mobile: React, Next.js, TypeScript, React Native, Expo, Tailwind, HTML/CSS

Backend & Data: Python, FastAPI, Node.js, REST APIs, SQL, PostgreSQL, Firestore

AI & Automation: Gemini, OpenAI/Claude APIs, Chrome MV3, browser automation, OCR

3D & Tools: Three.js, React Three Fiber, Blender, Git/GitHub, Docker, Linux, Figma

Product: Workflow design, requirements gathering, UI/UX, agile iteration, cross-functional collaboration

EDUCATION & LANGUAGES

Istanbul Medeniyet University — B.Sc. Electrical & Electronics Engineering · Expected 2028

Languages: English B2+ (professional working proficiency)