EMRE SOLMAZ

https://www.linkedin.com/in/emre-solmaz/
https://github.com/emrslmz
emrslmz57@gmail.com
https://emresolmaz.com.tr
Istanbul, Turkey

Front-end Developer AI-Driven Development

With 6 years of experience, I specialize in crafting high-performance, user-focused interfaces using HTML5, CSS3, JavaScript, Vue.js, Nuxt, and React. I've played a pivotal role in advancing projects, delivering key contributions to business products and personal initiatives. I leverage AI coding tools like Claude Code, OpenAI Codex, and Antigravity CLI to accelerate development and boost productivity. My mobile applications and games enhance user experiences and simplify lives, with a commitment to creating innovative, reliable solutions that drive impact.

PROFESSIONAL EXPERIENCE

Front-end Developer (Oct 2025 - Present) at SHFT

At SHFT, I developed enterprise-level web and mobile applications using Vue.js, Nuxt.js, React.js, and Next.js. I contributed to Multinet Call Center, MultiTravel, TÖDEB, TazeÇiçek, MultiAvantaj, and DZRT, building complex booking systems, role-based admin portals, CMS-driven multi-site platforms, and e-commerce solutions. My work focused on scalable architectures, API integrations, authentication, performance, and seamless user experiences.

VueJS Dev. (Oct 2024 - March 2025) at Dedecta

I worked as a Vue.js Frontend Developer on a social media monitoring dashboard project. I developed reusable component structures, improved code quality, and contributed to a modular architecture. I also used Pinia for state management, optimized application performance, and collaborated with the team in an Agile environment.

Front-end Developer (Jan 2021 - Dec 2025) at Skolbord

At Skolbord, I contributed to front-end application development using Vue.js and JavaScript, improving performance by reducing page load times by up to 10x. I also developed mobile applications with Capacitor, launched them on app stores, and supported scalable development with Nest.js back-end modules.

Front-end Developer (Aug 2021 - Jan 2022) at Luova Mainos

I developed a multi-tenant front-end application for Finnish restaurants. I implemented key features such as mapping, basket management, payment processing, listing, filtering, and multilingual support while working closely with stakeholders to ensure timely delivery.

EDUCATION

Geomatics engineering (2020 - 2024)
Gebze Technical University

It helped me gain an engineering perspective and approach situations from an engineering perspective.

SKILLS & PROFICIENCIES

- **Languages**: JavaScript, TypeScript, PHP, Python, C++, C#, Bash/Shell
- **Front-end:** HTML5, CSS3, Vanilla Javascript, Vue.js, ReactJS, Bootstrap, Tailwindcss, CSS Pre-processors (SASS - SCSS - LESS)
- **Back-end:** NodeJS, PHP, TypeScript, Nest.js
- **Databases**: MongoDB, MySQL
- **Mobile**: I made many WEB-designed applications suitable for Google Play and App Store with Capacitor.
- **Experience**: NPM, Vite, Webpack, Gulp, Browserify, Babel, Micro Frontends, version control systems (Git, GitLab), AJAX, RESTful APIs, Responsive Web Development, AI-assisted development (Claude Code, OpenAI Codex, Antigravity CLI).

PERSONAL PROJECTS

Car Identifier: It is a mobile application that detects brand, model, engine power, transmission type and equipment information from a vehicle photo with high accuracy in seconds using artificial intelligence. It allows users to quickly get detailed information before examining the vehicles closely.

Puzzmo: Puzzmo is a fun and addictive mobile puzzle game that helps users improve their attention, memory and problem-solving skills by exercising their minds.