

# Kaan Necip Kalp

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## SUMMARY

Mathematical Engineering student at Yıldız Technical University. Combines professional graphic & UI/UX design experience with software development. Expertise in analytical problem solving and creative execution. Seeking an internship to solve real world engineering problems by applying mathematical analysis and programming skills.

## SKILLS

**Programming Languages:** JavaScript, Python

**Frameworks & Libraries:** React, Next.js, Tailwind CSS, Framer Motion, Lottie, Shadcn/UI

**Tools:** Git, GitHub, Microsoft Excel, VS Code

**Design & Creative:** Adobe Photoshop, Adobe Illustrator, Affinity, GIMP, Figma

**Languages:** Turkish (Native), English (Intermediate), German (Beginner), Spanish (Beginner)

## WORK EXPERIENCE

### Storeman (Warehouse Operations)

English Home

June 2024—October 2024, Antalya, Türkiye

- Developed a [custom mobile-friendly web interface](#) using HTML and JavaScript to facilitate the goods acceptance process and reduce manual workload.
- Implemented a barcode regeneration system to convert physical delivery notes into digital formats, bypassing delays caused by damaged labels and increasing goods acceptance speed.
- Improved the speed of inventory management and goods processing through digital tools.
- Gained experience in process management and solving operational problems under pressure.

### Salesman

LC Waikiki

July 2023—September 2023, Antalya, Türkiye

- Developed communication and teamwork skills as a first job experience in a fast-paced retail environment.

## PROJECT AND VOLUNTARIES

### SKY LAB: Computer Science Club

WEBLAB Team Member · İstanbul, Türkiye · 10/2025 - present

- Working as a front-end developer to build interactive and responsive websites by combining programming and UI/UX design skills.

### SKY LAB: Computer Science Club

SKYMEDYA Team Member · İstanbul, Türkiye · 01/2025 - present

- Responsible for the visual identity and end-to-end design of social media posts and multi-channel asset design for club events.

### IBB Hackathon [🔗](#)

UI/UX Designer · İstanbul, Türkiye · 2025

- Designed the UI/UX for a web application that enables parents to monitor their children's safety on public transport. Created the interface on Figma and used Adobe Illustrator to customize open source vector illustrations. Collaborated directly with the front-end developer by delivering optimized assets.

### BTK Hackathon 2024 [🔗](#)

UI/UX Designer · Ankara, Türkiye · 2024

- Created the UI/UX for an AI-powered project that facilitates communication between students and teachers in programming courses. Won the **Jury Special Award**. Designed the interface on Figma by using components compatible with Shadcn/UI. Collaborated with the front-end developer for pixel-perfect implementation using React.

## EDUCATION

### Erasmus Exchange Program (Computer Science)

Brno University of Technology – Brno, Czechia · 02/2025 – 06/2025

### Bachelor of Mathematical Engineering (English)

Yıldız Technical University – İstanbul, Türkiye · GPA: 3.17/4.00 · 10/2023 - present