

İlayda Özel

Software Engineer

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Profile

Full Stack Software Engineer with four years of professional experience across backend systems, microservice architectures, and frontend/mobile applications. Currently completing a Master's degree in Media Informatics at LMU Munich (B.Sc. in Computer Engineering), with coursework and project work spanning human-computer interaction, virtual/augmented reality, and AI-driven interactive systems.

Education

10/2024 - Current	Master of Science Ludwig Maximilian University of Munich <i>Munich, Germany</i> Major in Media Informatics Coursework: Intelligent User Interfaces, Human-Computer Interaction II, Practical Virtual Reality, Foundations of Machine Learning, Artificial Intelligence for Games
09/2018 - 07/2023	Bachelor of Science Izmir Institute of Technology <i>Izmir, Turkey</i> Major in Computer Engineering - GPA: 3.43, Honor Student Bachelor's Thesis: Erasmus Without Paper (EWP) — in-house digital EWP implementation for IZTECH; APIs and frontend (Next.js, .NET, MSSQL).
04/2021 - 09/2021	Bachelor of Science University of Bonn <i>Bonn, Germany</i> Major in Computer Science - Erasmus exchange

Experience

11/2024 - Current	Full Stack Software Engineer, Part-time MVST <i>Munich, Germany</i> • Was the main contributor to the day-to-day development of the MVST company website using Next.js and Storyblok. Implementing SEO improvements resulted in a 71% increase in search visibility and ranking. • Delivered the 21skills blog page end-to-end independently using Ghost CMS for 21skills, an e-learning platform focused on academic careers • Supported the Joblocal job portal and Joblocal Replatforming Backoffice by implementing features, fixing bugs, and improving UI with advanced CSS animations. • Contributed to the web frontend and mobile application, a customer project for AEON, a platform for early detection and preventive healthcare. React React Native TypeScript Next.js Storyblok Figma SEO CSS
10/2023 - 10/2024	Full Stack Software Engineer, Full-time Im-Par <i>Izmir, Turkey</i> • Contributed to developing ImPAI, a payment processing platform designed for European payment systems, optimizing how financial transactions are handled. • Built the testing environment (end-to-end and integration tests) and the orchestration service for microservice communication, plus unit tests to ensure platform reliability. • Developed modular frontend components. Go Python Redis Kafka PostgreSQL Jenkins Docker AWS Angular
02/2023 - 06/2023	Frontend Support Engineer, Part-time Jotform <i>Izmir, Turkey</i> • Jotform, a leading online form builder application with 25 million+ users worldwide. • Contributed to maintaining the Jotform Approvals product, which streamlines

	approval tasks in an automated approval flow, by resolving bugs. React JavaScript TypeScript CSS HTML Git
08/2022 - 10/2022	Full Stack Software Engineer, Intern Jotform <i>Izmir, Turkey</i> Built an internal tool to help bootcamp newcomers find the right resources and contacts, and designed and implemented the migration of its monolithic backend to a microservice architecture. PHP React TypeScript NodeJS MongoDB Figma CSS UI/UX Design Docker

Projects

2025/26 (WiSe)	TwistrAI – AI as a Creative Disruptor (Artistic-Media Project) Built an experimental AI web app that deliberately subverts user prompts before image generation: a Gemini 2.5 pipeline inverts a prompt's mood, lighting, and environment while keeping its subject, then Imagen 4 generates the result, in a playful chat-style interface with a random-prompt 'raffle' feature Next.js TypeScript Tailwind CSS Gemini 2.5 Imagen 4 Netlify
2025 (SoSe)	Miner's Quest – VR/CAVE Immersive Experience (Course Project) Contributed to an immersive VR experience built for a CAVE environment, focusing on user interaction and experience design; presented the project at LMU's Open Lab Day. Virtual Reality CAVE Environment Interaction Design
2024/25 (WiSe)	Stravacadabra – Information Visualization Project UI/UX contributor on an interactive information-visualization app comparing a professor's and classmates' Strava activity (running, swimming, cycling); designed 3D avatars placed in real-world HDRI environments to frame the datasets as a friendly competition, alongside bar, spider, line, and theme-river charts. D3.js Svelte Threlte (Three.js) Blender
04/2023 - 08/2023	Virtual Art Gallery - Personal Project Developed and designed a website for an art studio, featuring a 3D walkthrough of a virtual exhibition containing the artworks. Next.js Three.js Tailwind JavaScript Prisma MongoDB

Languages

- Turkish (Native) | English (C1) | German (C1) | Spanish (B2)
- Certificates: IELTS C1 (8.0, 07/2024) · DSD-II German C1 (06/2017) · Punto Esmirna Spanish B2 (02/2024)

Hobbies and Interests

- Art: Awarded in 4 national/regional painting competitions (incl. 3rd nationally); exhibited in group shows; runs an art social media page. Licensed Latin dancer (2019), 5 university festivals, national salsa competitor.