

Aslam Tamer Emara

Full-Stack Software Engineer | Co-Founder | Game Designer

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Software Engineer with hands-on experience building full-stack, mobile, and simulation-based applications using Python and JavaScript. Strong in problem-solving, debugging, and delivering projects from concept to deployment, with interest in scientific software engineering and large-scale research systems.

Professional Experience

Co-Founder & Full Stack Developer | PlantPal 2024 – Present

- Co-founded a mobile application bridging software system with real-world plant care.
- Built the complete mobile front end using Flutter, focusing on usability and performance.
- Collaborated with backend developers using Python and MySQL to integrate APIs and databases
- Contributed across ideation, development, testing, and deployment stages.

Education

Bachelor in Mechatronics | Okan University 2022 – Present

Bachelor in Mechatronics | Isik University (Interrupted) 2021 – 2022

Bachelor in Electrical and Electronic Engineering | UNITEN University (Interrupted) 2020 – 2021

Certificates

Legacy Software Developer | FreeCodeCamp (300 hours) 2024

Technical Skills

Python | JavaScript | C | C# | SQL | MATLAB | HTML | Kotlin | Flutter | React Native | Node.js | Firebase | MySQL | MongoDB | SQLite | NoSQL | Algorithms & Data Structures | Debugging & Optimization | Simulation Development | Godot | Pygame | Git | GitHub | VS Code | PyCharm | Linux (Ubuntu) | LynxOS | Windows

Projects

Game Development: Trace Rush (Arcade drawing/precision puzzle, Godot, HTML5 + Windows/Linux/Android, trace looping shapes while avoiding moving hazards, 9 levels, configurable settings, includes Countdown + Unbroken modes) |

Echo of the Night (2D adventure, Windows + Linux, cat-chasing-chickens gameplay, teleport ability, level unlock progression, skin selection, sprint/run + stamina) | **Duck and Chicken** (GMTK Game Jam 2023, JavaScript, 1v1 mini-game collection featuring competitive mechanics and time-based challenges) | **Little Omens** (2D fighting game, JavaScript, multiple playable characters, HP-based combat, and round-win system) | **Boundless** (Endless jumping platformer, Godot, HTML5 + Windows/Linux/Android, moving + breaking platforms, in development)

Simulation & Physics: Falling Sand (Particle-based physics simulation, Python, real-time interaction, drawing tools, and dynamic particle behavior)

Mobile & Web Applications: Poster (Social networking application, React Native & JavaScript, user authentication, product reviews, ratings, and community interaction)

Computer Vision: Color Finder (Real-time color detection and tracking, Python & OpenCV, adjustable thresholds, size filtering, and live camera processing)

Awards & Achievements

Park Innovation & Berry Tech | \$1,500 funding for PlantPal 2025

Park Innovation Idealab Showcase | Best Innovative Product; PlantPal 2025

Park Innovation & Berry Tech | \$750 funding for PlantPal 2025

Git & GitHub Award | HelloWorld Team 2024

Languages

Arabic (Native); English (Proficient in speaking, reading & writing); Turkey (Beginner); Japanese (Beginner)