Emircan Aygün

Computer Engineer

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Profile

I am a recent Computer Engineering graduate with a strong interest in Mobile App Development. I mainly work with Java and Kotlin, and I enjoy building Android applications using modern design patterns such as MVVM. I also have experience with C, Python, PHP, HTML/CSS, and MySQL, and I am familiar with cloud technologies. Additionally, I maintain a personal art portfolio that reflects my creative side, which you can explore on my website.

Professional Experience

Mobile Software Developer Intern   04/2025 – 06/2025
Kentkart Marmara Elektronik Turizm San. ve Tic. A.Ş. ⍈   Kocaeli, Turkey
- Built 2 Android apps using Kotlin, Coroutines, Hilt, Retrofit, LiveData, MVVM and Rest APIs.
- I developed a Personnel Attendance Control System app that tracks employees' check-in and check-out times through a QR code scanner.
- I developed an NFC card reader application that displays the technical specifications and type of the scanned card.

Software Developer Intern   07/2023 – 09/2023
TeknoArge Teknoloji Ltd. Şti. ⍈   Kocaeli, Turkey
- Built projects using PHP, HTML, CSS, and SQL technologies.
- During my internship, I developed a multi-floor shopping mall navigation system using PHP, HTML, CSS, and MySQL, where users can find the shortest path to a selected store and also view their previous queries and related statistics.

Skills

Programming
Java, Kotlin, C, Pyhton, PHP, HTML, CSS, JavaScript

Databases
Firebase, MySQL

Machine Learning
NLP, Deep Learning

Android Development
Coroutines, LiveData, Retrofit, Dagger-Hilt, View Binding, ViewModel, XML, MVVM, REST APIs, WorkManager

Tools & Version Control
Android Studio, Git, Firebase, Figma, VS Code

Projects

Personnel Attendance Control System (PDKS) App
Developed a QR code-based mobile application using Kotlin, MVVM architecture, Coroutines, Hilt, Retrofit, and RESTful APIs to track employee check-in and check-out times. The app includes secure user authentication, internet connection monitoring, and a clean Splash Screen for a smooth startup experience. Coroutines were used to manage background tasks efficiently, and LiveData was leveraged to observe UI-related data changes. The project follows modern Android development best practices with a clear separation of concerns and modular structure.

Graph-Based Text Summarization Project
In this project, Java was used to convert the sentences of a given document into a graph structure and to visualize this graph model. Then, an algorithm was implemented to generate a summary using the nodes of the graph.

Multithreading in Big Data
Similar records were identified within a dataset containing customer complaint logs and displayed in a desktop application. Multithreading was used to reduce the similarity search time. The project was developed using Java.

Paper Rock Scissors OOP Game
The goal was to understand object-oriented programming principles by developing a visually playable game in Java as part of the project.

Education

Kocaeli University ⬈   2020 – 2024
Computer Engineering / Faculty of Engineering   Kocaeli, Turkey
AGNO - 3.04

Kocaeli Anadolu Lisesi   2015 – 2019
                                                                   Kocaeli, Turkey

Languages

- English