SOFTWARE ENGINEER

Ercan Öztürk

PROFILE

Full-stack Software Developer with expertise in mobile app development, AI, and modern web technologies. Proficient in **Kotlin**, **Swift**, **Python**, **JavaScript**, **Vue.js**, **React**, **Node.js**, and **C#**. Experienced in building scalable, high-performance applications across various platforms. I have an EU work visa via citizenship and I am willing to relocate.

EXPERIENCE

MOBILE APP DEV INTERN-YAPI KREDI TEKNOLOJI (KOCAELI-TURKEY) 07.08.2022- 30.06.2023

- •Developed Android and iOS applications for ESV Mobil and Dinamlk projects.
- •Managed app store publishing for Dinamİk.
- •Collaborated with backend, UX, and business teams.
- •Expertise in mobile networking, security, and using modern libraries.

 BACKEND DEV INTERN MENTORNITY(ISTANBUL-TURKEY) 30.06.2021/04.08.2021

Experience using **React**, **Golang**, and **MongoDB**. Developed for the backend and made contributions to a live project.

EDUCATION

Eskişehir Osmangazi University – Computer Engineering - GPA: 3.29 - 2022

SKILLS

- Ability to work in the EU (Bulgaria and Turkey Citizenship)
- Experience with navigation on Android and iOS
- Multi-platform application experience with Flutter, KMM and React Native
- Experience programming with **Rust**
- Experience working with **Vue.js**, **Nuxt**
- Worked on API's with Node.js, Express
- Extensive knowledge on C# on Unity and .NET as well as C and C++

- Highly skilled with Kotlin, Jetpack Compose and XML
- Highly skilled with Swift, SwiftUI, UIKit and AutoLayout
- Experience on databases such as MySQL, SQL, SQLite, PostgreSQL, and MongoDB
- Pandas/Numpy/Matplotlib/Scikit Learn
- Google Colab and Jupyter Notebook
- DL Tensorflow/Keras/PyTorch
- CNN/RNN/LSTM/MLP/BERT
- Web Scraping Selenium/Beautiful Soup

- Turkish Native
- **English** Professional
- **Dutch** Conversational
- Highly proficient with **Python**
- Full Stack app making experience with **Django** and **Flask**
- Hobbies including cycling, coffee brewing, photography and bass guitar