

ORHAN GÖKBERK ÜNAL



MOBILE APPLICATION DEVELOPER

A computer engineer with a real passion for mobile development, work, and self-study sessions while taking every opportunity to learn more.

SKILLS

- Dart/Flutter
- Swift
- Firebase
- Python
- Figma

EDUCATION

COMPUTER ENGINEERING

İstanbul Medeniyet University | 2019 - 2023

EXPERIENCE

MOBILE DEVELOPMENT INTERN

Yurtiçi-Kargo R&D // August 2021

- Built app for finding queries in tweets, allowing you to vote them and sending your voting data to any email address you want using smtp.

SOFTWARE ENGINEER INTERN

TÜBİTAK BİLGEM // AUGUST-SEPTEMBER 2022

- Built app for view x.509 certificate. Using Flutter/dart
- Built web service for view x.509 certificate. Using Java MA3 library.

PART-TIME MOBILE DEVELOPER

TÜBİTAK BİLGEM // AUGUST-SEPTEMBER 2022

- Desinging app with Figma.
- Built cross-platform(Windows/Macos/Ios/Android) apps.
- Used Flutter/Dart help of visibility, dio, app_auth, provider and quill text editor libraries
- Pipeline operations and calling native language(Swift/ Java) tested in Flutter/Dart.
- Developing ios app using SwiftUI

PROJECTS

BIRI-APP

On Progress...

- Built cross-platform app for cargo and travel.
- Used Dart/Flutter with the help of flutter_map and provider libraries

ELECTRICITY_PAYMENT_APP

On Progress...

- Built cross-platform and multi-language app for pay electric bills.
- Used Dart/Flutter with the help of dio and provider libraries

SHIFT APP

- Built cross-platform mobile app for keeping the track of the workers' shift days and times in a hybrid work module.
- Used Dart/flutter
- Used Firebase for backend services
- Firestore for storage Firebase Authanticator for authentication.



BURGER TUBE

- Built Youtube clone for ios platform.
- Used SwiftUI.
- Used Firebase for backend services.
- Firestore for storage.



LITT-GAME

- Built 2D shooter games with a team used C with the help of SDL libraries.



CONTACT



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