



ENES BERK DEMİRCİ

Software Engineer

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[Portfolio Website](#)



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SUMMARY

I am a software engineer who graduated from İstanbul Sabahattin Zaim University with a degree in Software Engineering, and I focus on mobile application development, JAVA and artificial intelligence. I have experience in end-to-end project development, backend architectures (FastAPI), and AI integrations in Flutter and Python ecosystems. I am a team player who is curious about learning new technologies, open to collaboration, and solution-oriented.

EDUCATION

İstanbul Sabahattin Zaim University: Software Engineering (English), Bachelor's Degree (2020 – 2026).
Ankara University: Energy Engineering (2019 – 2020).

SKILLS

Programming Languages: Python, Dart (Flutter), Swift, Java (OOP), SQL, C/C++, HTML/JS/CSS

Backend & Database: FastAPI, Firebase, Supabase, SQL Data Querying & Aggregation.

AI & Image Processing: Machine Learning, OpenCV, NLP (Natural Language Processing), YOLOv8, AI Integration

Tools & Environments: Git, GitHub, App Store Connect, VS Code, Android Studio, Xcode, Antigravity

EXPERIENCE

Bilgisayar Hospital | Software Engineering Intern July 2024 – August 2024

- A cross-platform news application was developed for iOS and Android platforms using the Flutter framework. Category-based filtering algorithms were implemented to improve user experience.

Cool Skull Club by TPCW | Backend Developer May 2021 – August 2022

- Smart contracts for an NFT project were developed using the Solidity language on the Ethereum blockchain. A secure and scalable minting architecture was designed and implemented.

Videomarketi by TPCW | Full Stack Developer & Content Manager August 2020 – March 2021

- An e-commerce platform was built from scratch using the WordPress infrastructure, with custom theme and plugin development. A secure online payment infrastructure was established by integrating the lyzico payment gateway.

PROJECTS

Block Puzzle Flow | Full Stack Developer July 2025 – November 2025

- An independent iOS puzzle game developed with Flutter, featuring complex game logic algorithms and a unique UI/UX design. App Store Optimization (ASO) processes and the entire product lifecycle were successfully managed.

Real-Time Face Recognition & Attendance System | Backend Developer September 2024 – May 2025

- An automated polling system was developed using Python, OpenCV, and Machine Learning (ML) algorithms. The architecture processes real-time video streams to perform highly accurate identity verification and securely stores data on Firebase.

University Q&A Chatbot | Backend/AI Developer February 2025 – May 2025

- An intelligent question-and-answer bot based on Natural Language Processing (NLP), trained with over 5,000 university legislation data points. Designed with a FastAPI backend architecture, it provides a context-aware and fast-responding system.

EcoLens | Full Stack Developer September 2025 – December 2025

- A mobile waste recognition and classification application developed using Swift and YOLOv8. It integrates an AI model that processes camera images in real time to identify waste types suitable for recycling.

AI Powered Portfolio | Full Stack Developer January 2026

- Designed and developed a professional, interactive portfolio website that serves as a live demonstration of my full-stack and AI capabilities. Integrated a context-aware AI assistant powered by FastAPI and Gemini 2.5 Flash to provide visitors with real-time, personalized answers regarding my professional background and projects.