



ERAY UÇAR

Software Developer

github.com/erayucar



+90 542 721 24 25



mail@erayucar.com



Hatay, Turkey



PROFESSIONAL SUMMARY

I am an ambitious and self-motivated computer engineer with strong social and technical skills. I am disciplined and able to work independently, learning new ideas quickly and communicating clearly. I pay attention to detail and approach my work with a professional attitude. I have strong leadership qualities, build good relationships, and work well in teams. I'm looking for an opportunity in a dynamic organization where I can fully apply my skills.

EDUCATION

Computer Engineering

Cukurova University

Sep 2018 - Jun 2024

TECHNICAL SKILLS

- Kotlin & Java
- Node.js & ~Nest.js,
- AWS SDK using Node.js, Python
- MySQL, MSSQL, PostgreSQL, MongoDB
- Docker and containers
- Web Sockets, Webhooks
- Design patterns
- Git, Github, Bitbucket, Gitlab etc.
- AWS S3, EC2, Rekognition API
- Kotlin Multiplatform
- Firebase SDK
- Gitlab & Bitbucket CI/CD Pipelines
- Jetpack Compose
- Android SDK
- Coroutines & Flow in Kotlin

LANGUAGES

- English - Professional Working Proficiency
- Turkish - Native or Bilingual Proficiency

CERTIFICATIONS

Android Mobile Application Programming Course Completion Certificate

Udemy | Oct - 2024

I completed an advanced Android mobile application development course using Kotlin, mastering concepts such as Coroutines, asynchronous programming, and modern Jetpack Compose features. This certification demonstrates a high level of expertise in building efficient, scalable Android applications with Kotlin.

[Verify Link](#)

PROFESSIONAL EXPERIENCE

Blockchain & Full Stack Developer

Coinoxs & OXS Games | Nov 2024 - Present · ~ 4 months

Role & Responsibilities:

- Web3 backend and web project development for Web3 mobile games.
- Focused on full-stack development, building projects from scratch, and implementing various improvements and new features for the company's web applications.
- Contributed to backend development tasks, including API integrations and AWS serverless REST API development.
- Briefly engaged in smart contract development; wrote and tested contracts on Ethereum and Tron platforms using tools such as Redhat, Truffle, Solidity, and TypeScript.
- Developed backend systems for mobile games and handled frontend/backend project dockerization, deployment, and CI/CD operations using GitLab and Bitbucket.

Key Technologies Used:

- Frontend: React, TypeScript, Next.js, Redux, Zustand, MobX, TailwindCSS, Three.js, Framer Motion.
- Backend: Node.js, Express.js, Nest.js, Snowflake, AWS Lambda, API Gateway, ethers.js.
- Tools & Deployment: Docker, GitLab CI/CD, Bitbucket Pipelines.

Projects Developed During Tenure:

• [rudolphai.com](#) • [oxs.games](#) • [challenger.oxs.games](#) • [dashboard.oxs.games](#)

Android Developer Intern

Matriks | July 2023 - Aug 2023 · ~ 1 month

- Matriks develops, especially trading platforms, order, and risk management systems for these markets and the provision of related services.
- The entire architecture of an application used on test phones at the company was completely refactored under MVVM and Jetpack Compose.
- Integrated UI & Unit tests

Android Developer Intern

DGPays | July 2022 - Aug 2022 · ~ 1 month

- DGPays mainly provides banking payment and payment systems Solutions such as prepaid cards,meal cards, POS , AndroidPos, SoftPos, MPos solutions,ZUBIZU
- During the internship, we received training on concepts such as retrofit, JSON,Firebase Authentication, Gradle, room database, and thread management, based on Java for 5 weeks.

COURSES

The Complete Android 14 & Kotlin Development Masterclass

Udemy
2023

VOLUNTEER WORK

Marketing Team Assistant General Coordinator

CENGA Community
2022 Apr - 2022 Sep

Team Leader Of Marketing Team

AIESEC
2018 Sep - 2019 Apr

HOBBIES

- Traveling • Swimming • Volunteering • Electronic music
- Piano • Books about psychology and learning • Football

FIND ME ONLINE

- [Medium](#)
- [LinkedIn](#)
- [Github](#)

REFERENCES

[References available upon request.](#)

PROJECTS

BioBeo

BioBeo is an innovative initiative focused on promoting education and awareness around the bioeconomy across Europe. The project introduces new thinking and approaches to education, aiming to integrate bioeconomy-related content into school curricula. BioBeo supports the transition to a more sustainable and circular economy by engaging teachers, students, and communities with hands-on resources and training.

- App Development with Kotlin and MVVM Architecture
- Utilizes components such as Flow and Coroutines for asynchronous operations.

Repo: <https://github.com/erayucar/BioBeo>

Trading Platform App

This repository contains a case study project for Exzi, showcasing a cryptocurrency trading application UI. The application allows users to view and trade various cryptocurrency pairs. This project includes features such as filtering pairs, viewing detailed trading information, and performing buy/sell actions.

- The project's mobile application is developed using Jetpack Compose to create modern, responsive, and intuitive UIs. Leveraging Kotlin, MVVM architecture, and Jetpack Compose
- Utilizes components such as Flow and Coroutines for asynchronous operations.

Repo: <https://github.com/erayucar/Trading-Platform-App>