

Gizem Öz

Mobile Developer, Computer Engineer

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PROFESSIONAL SUMMARY

I graduated from Ted University's Department of Computer Engineering in June 2025. Throughout my education, I interned as both a front-end and back-end developer in web development. My interest in mobile development led me to develop Android apps using Kotlin and Jetpack Compose. I'm currently developing cross-platform mobile app development with Flutter.

EDUCATION

TED University | Bachelor of Science, Major in Computer Engineering

2020-2025

Secondary Field: Business Administration

GPA : 2.85 / 4.00, 100% English education

Coursework:

Algorithms & Data Structures - Theory Of Computation - Java Programming - C Programming - Database Systems - Physics I and II - Electrical Circuits & Logic Design - Signals and Systems - Computer Organization - Discrete Structures of Mathematics - Data Analytics

PROFESSIONAL EXPERIENCE

T.C. Gençlik ve Spor Bakanlığı | Full-Stack Web Developer Intern

August 2024-September 2024

- Developed a web application using .NET Core MVC for a European Union project [Link](#)
- Implemented CRUD operations, filtering, and authorization features
- Managed database operations with DDL, DML, and DQL commands in MS SQL Server
- Utilized Entity Framework Core (Database-First) to generate DbContext and model classes
- Designed a user-friendly interface with Bootstrap templates, jQuery, and AJAX for responsiveness

Obiziz Dijital İletişim | Front-End Web Developer Intern

July 2023-August 2023

- Designed and implemented a responsive website using Figma, HTML, CSS, and JavaScript
- Utilized WordPress for dynamic content management
- Integrated a MySQL database for efficient content storage and updates

PROJECTS

PawNav

(Ongoing)

- Developing a Flutter-based mobile app that allows users to post and find lost, found, or adoptable animals, using image processing to enhance photo-based listings and search. [Link](#)

Mysteralis

July 2025

- Mysteralis is a modern Android application that blends NASA's open data with AI technologies and live astronomical visuals. It allows users to explore daily space pictures, read astronomy news, ask AI-driven space questions, and observe the sky in real-time. [Link](#)

MemorEase - Graduation Project

March 2025

- MemorEase is an Android application developed with Kotlin, designed to help users preserve and share their memories, utilizing AI-generated questions. The app features a unique dual-user structure: individuals can save their memories, while relatives can contribute and view them with a dedicated interface. Firebase services and Hugging Face AI models are used for memory management and smart quiz generation. [Link](#)

Criminal Management System

February 2024

- Built a Java application to manage criminal records with MySQL integration, applying object-oriented programming and database management. [Link](#)

Mario Game Project

December 2023

- Created a 2D Mario-style game using Java that includes basic features such as movement, levels, and collision detection. Demonstrated principles of object-oriented programming and the fundamentals of game development. [Link](#)

SKILLS

- **Programming Languages:** Java, Kotlin, C, HTML, CSS
- **Frameworks & Libraries:** .NET Core MVC, Bootstrap, jQuery, AJAX
- **Databases:** Firebase, MS SQL Server, MySQL
- **Tools & Technologies:** Git, GitHub, Figma, Android Studio, Photoshop
- **Mobile Development:** Android Development (Jetpack Compose, XML, MVVM)

LANGUAGES

- English - Professional Working Proficiency (C1)
- German - Elementary Proficiency (A2)

CERTIFICATES

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| • Coursera Machine Learning Link | May 2024 |
| • Almanca Yeterlilik Sertifikası - A2 Link | December 2023 |
| • TÜBİTAK BİLGEM YTE Bootcamp Link | October 2023 |
| • Yapay Zeka Kampı Katılım Sertifikası Link | April 2023 |
| • Otomotiv Yaz Kampı - Başarı Sertifikası Link | July 2022 |

REFERENCES

- References are available upon request.