HASAN GÖNEN *Software Developer*

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⌗ hasangonen91 ⓦ Hasan Gönen

⏩ DarkSor Company My Mobile Games

Profile

Hello, I'm Hassan. I stepped into the software field during my high school years and my interest in this field has never decreased since then. With the studies I have done and the experiences I have gained, I see myself at a good level in the field of software today.

I started my programming career with Java and then moved on to Android Kotlin technology. I augmented my experience in this field by working in the Android development team for an R&D project in Lisbon, Portugal. In this way, I had the opportunity to work face-to-face with many local and foreign companies.

In addition, I developed three mobile games and published these games on the Play Store. As a candidate who is open to continuous improvement, I am always open for new opportunities, together with my interest in the sector and my skills.

Skills: HTML/CSS, C#, Java, Kotlin, Android Studio,
JavaScript,TypeScript, Node.js, React, React Native,Dart, Flutter,
Redux, RestApi, MVVM, Git, GitLab,

Languages: English B1

Education

09/2018 – 06/2023 Erzurum, Türkiye	**COMPUTER ENGINEERING,** *Erzurum Technical University* COMPUTER ENGINEERING – Erzurum Technical University

Experience

08/2021 – 11/2021
Lisbon, Portugal

Software Internship in Portugal/Lisbon : R&D Kotlin Project, *PremiValor Consulting*
- I had the opportunity to do internship abroad in the field of software at Premivalor Consulting. The headquarters of the company was in Lisbon, Portugal and I did a face-to-face internship for 4 months.
- I took part in an R&D project here and we developed the project using Android Kotlin technology. We also developed our project further using Firebase technology.
- During this internship, I had the opportunity to learn many new technologies. In addition to these, I had the opportunity to improve myself with the valuable feedback I received from my colleagues and mentors.
- My time at Premivalor Consulting was a very important turning point in my career and I took a step towards further development as a software developer.

09/2022 – 12/2022
İstanbul, Türkiye

React Native Developer, *Arute Solutions*
- I worked as a React Native Developer for 4 months at Arute Solutions. Here I have been involved in many projects developed using Redux and Map.
- One project was a mobile application that facilitated the tracking of vehicle couriers. Thanks to this application, they could track the location of the couriers on the map and instantly update the status of their orders. This project was developed using Map technology.
- Another project was a mobile application developed for a logistics company. This application made it easier for customers to track their cargo. It had an interface designed using Redux and allowed customers to easily track where their cargo was.

- Thanks to all these projects, I gained an in-depth knowledge of React Native and related technologies and became more experienced in application development.

12/2021
İstanbul, Turkey

Freelancer, *Freelancer*
- As a developer I have successfully completed various Android projects using Java, Kotlin and React Native. These projects were published on both the Google Play Store and the Apple App Store, making them available to both Android and iOS users. Here is a revised version of the information for my resume:

- Android Projects:
  I have a strong background in developing **Android applications** using both **Java and Kotlin**. These projects span a wide range of industries and functions and demonstrate my versatility as a developer. The apps I work on are not limited to a single platform as they are published on the Google Play Store, which appeals to millions of Android users worldwide.

- Response to Local Projects:
  In addition to native Android development, I also gained experience in cross-platform development using **React Native**. This framework has allowed me to build applications that can be deployed on both Android and iOS platforms. Projects developed with React Native were successfully published on both the Google Play Store and the Apple App Store, reaching a wider audience and expanding the user base.
- Freelancer Projects:
  I have developed many **Mobile React Native** projects abroad, currently many freelancer projects are still waiting.

05/2023 – present
Istanbul, Turkey

Mobile App Developer, *Otobende*
- I am developing a mobile project using React Native, Android Studio, and Xcode. I am working on both the backend APIs and frontend interfaces, ensuring compatibility for both iOS and Android platforms. We follow Agile methodologies in our development process.

- We have developed 3 different mobile projects, we are developing IOS and Android Apps with React Native for normal users, employees and developers.

Projects

KNK Message App, *Mobile Java & Firebase Project*
- Messaging application developed with Android Java. An instant messaging application that I developed using Google Firebase.

Obri Taxi App, *React Native Mobil Team Project*
- Blockchain based Taxi Call application. We produced our own Cryptocurrency (Token) here. After calling the taxi, metamask etc. We pay with wallets.
- Project Description: The objective of this project was to develop the "OBRI" application, a decentralized remote taxi calling platform. The application enabled users to call taxis in a decentralized manner and make payments using a custom cryptocurrency called "OBRI tokens." This allowed users to perform taxi-calling operations swiftly, securely, and at lower costs.

- Project Details:
  - React Native and TypeScript: The application was built using the React Native framework and enhanced with TypeScript. TypeScript provided a statically-typed coding experience, enhancing the overall safety and aiding in early error detection.
  - Remote Collaboration and Teamwork: The project was executed by a team of remote developers from various geographical locations who collaborated effectively. Regular online meetings and communication tools were utilized to successfully complete the project.
  - Blockchain Infrastructure: OBRI tokens were created using a reliable blockchain infrastructure, such as Ethereum. Ethereum smart contracts facilitated taxi-calling operations and secure payment transactions.
  - Metamask Integration: Users could make payments with OBRI tokens by integrating the Metamask wallet application. Metamask allowed users to manage their private keys and digital identities securely.

- Security and Data Privacy: User information and payment transactions were securely stored in a decentralized manner on the blockchain, ensuring top-level data security and privacy for users.
- React Native Community Modules: The project leveraged various modules from the React Native Community, accelerating development and improving the overall user experience.

Star Coffe App, *React Native Mobil Project* ⧉
- The project I am currently working on is a mobile application called StarCoffe, which aims to provide an easy and seamless coffee buying experience for everyone. The project is still in development, and I am constantly learning new technologies as I work on it.
- One of the key features of this project is that it is based on blockchain technology, which means that it will be a decentralized payment system. This will allow for secure and transparent transactions, as well as faster and more efficient processing of payments.
- In addition to the blockchain aspect of the project, I am also working on integrating other technologies such as QR codes and NFC for easy payment and order processing. The user interface is designed to be intuitive and user-friendly, with a focus on providing a seamless experience for the customer.
- I have shared the details of this project on my GitHub page, where you can find the source code and other relevant information. I would be grateful if you could take a look and provide any feedback or suggestions for improvement.
  The link to the GitHub repository is:
  https://github.com/hasangonen91/StarCoffeBlochainApp/tree/main

Electric Car App, *React Native Mobile Project*
- This application, which I developed using React Native technology, is a mobile application that displays data about electric vehicles.
- The application presents data to users, such as a smart watch or wristband application.
- Thanks to this project, which is an application I developed for tools, I gained experience with React Native technology.
- I used Redux and Firebase in this project.
- The application shows important information such as performance data of vehicles, state of charge, range.
- In addition, the application also contains other information that electric vehicle users may need, such as charging stations on the map.

GameGeek - A Mobile Platform for Gaming Enthusiasts,
- Project Description: GameGeek is a mobile platform specially designed for gaming enthusiasts. The project was developed collaboratively, and I took on the role of developing the mobile application using React Native Expo. GameGeek aims to provide users with more information about the games they play or wish to play. The platform facilitates the discovery of hidden details and features in games, as well as the exploration of intriguing new games.

- My Contributions to the Project:
  Developed and designed the mobile application using React Native Expo.
  Implemented interactive components and user interfaces to enable users to review games and explore in-game details.
  Created API requests to efficiently manage and present data, including user reviews, game ratings, and system requirements.
  Established communication with backend services to dynamically update and retrieve data such as user comments and game information.
  Conducted optimizations and performance improvements to enhance the overall app performance.
- Project Process:
  Throughout the project, the team held regular meetings to track progress and collaborated closely at every stage. We managed project aspects such as version control and code reviews to ensure a productive development process.
  Being a part of this project allowed me to enhance my skills in React Native Expo and mobile application development. It also strengthened my abilities to work effectively within a team. As a result of my involvement in the GameGeek project, I am committed to advancing further in the field of mobile app development.

06/2021 – present	**Play Store Project,** *My apps from Play Store* ⧉
	When I started mobile programming, I developed many mobile games.
	https://play.google.com/store/apps/developer?id=DarkSor+Company

03/2023 – present	**E-Commerce Mobile App,** *Flutter Mobil App*
	I am developing a mobile project with Flutter, which is an e-commerce project with a more advanced wallet structure and user-friendly interface.
	I am developing it using the Model-View-ViewModel (MVVM) architecture. This architecture allows the user interface (View) and data (Model) to be designed independently of each other and communicates with each other through the ViewModel layer. The ViewModel acts as a mediator between the View and Model and improves the performance of the application. Therefore, I am developing my e-commerce project using this architecture.