# irem Sıla Yıldırım

# **Computer Engineer**



# **WORK EXPERIENCE**

# **SOFTWARE DEVELOPER, HUAWE!**

• Developing internal mobile applications using ArkTS within the HarmonyOS ecosystem, focusing on modular architecture and component reusability.

- Designed and implemented user-centric UI/UX interfaces by leveraging atomic widget structures. Applied state management techniques.
- Participated in cross-functional team collaboration, peer code reviews, and daily stand-ups, improving agile development practices and communication skills.
- Created and improved internal technical documentation, onboarding guides.

#### **ANDROID DEVELOPER, OBSS**

- Developed Android applications in Kotlin using MVVM architecture, combining Jetpack Compose and XML layouts (ConstraintLayout, ViewPager2) for dynamic and responsive UI.
- Applied Room for local data persistence, Hilt for dependency injection, and Retrofit (with Moshi and Gson converters) alongside OkHttp Interceptor for structured API communication.
- Used lifecycle-aware ViewModels, LiveData, and navigation components (Compose and Fragment-based) for seamless navigation and reactive UI updates.
- Handled asynchronous image loading with Coil and Glide, and enhanced UI development with ViewBinding and Compose tooling.
- Ensured code quality and maintainability with Git, Ktlint, JUnit, and Espresso for testing.

# **APP DEVELOPER, ROBFLY**

- Expanded MeUp Wallet mobile app, initially developed in Kotlin (Android) and later migrated to Flutter for cross-platform support, enhancing user accessibility and app stability.
- Integrated state management, local database integration, and offline functionality.

#### **SOFTWARE DEVELOPER, SMARTTECH R&D**

- Utilized Python libraries such as Pandas and NumPy for comprehensive financial data analysis and preprocessing, improving portfolio optimization accuracy.
- Conducted comparative studies of portfolio performance across Turkish and international stock markets, identifying key market trends and optimization strategies.
- Executed reinforcement learning algorithms to enhance portfolio allocation decisions, aiming to maximize returns while managing risk.

17/02/2025 – 04/06/2025 İZMIR, TÜRKIYE

> 22/07/2024 – 07/10/2024 REMOTE

13/05/2023 – 11/01/2024 TÜRKIYE

> 15/07/2023 – 02/10/2023 TÜRKIYE

#### **EDUCATION AND TRAINING**

BACHELOR'S DEGREE, Abdullah Gul University (100% English) ☑

Courses and projects focused on software development, data structures, algorithms, object-oriented programming, database systems, mobile application development (Android, Flutter), embedded systems (C), and machine learning. Gained experience with teamwork, problem-solving, and clean code principles.

05/10/2020 – 11/06/2025 Türkiye

Final Grade: 3.16

#### **SKILLS**

# **Programming Languages**

Java | Python | Kotlin | TypeScript | C | Dart | SQL

# **Backend & Databases**

MySQL | Spring Boot | Firebase (Firestore, FirebaseAuth, Firestorage, Realtime Database)

#### **Software Development Practices**

Junit | CI/CD | Material Design | Data Structures & Algorithms | Agile Development | OOP

#### **Development**

Flutter | CSS | Data Science | API Integration | Native Development | RESTful API | PHP | HTML | JSON | Machine Learning | Optic Character Recognition | Bootstrap | MVVM | Android SDK

# **Development Tools & IDEs**

Bitbucket | Eclipse | Github | Git | Visual Studio | SourceTree | Postman | Jupyter Notebook | Android Studio

# **LANGUAGE SKILLS**

TURKISH ENGLISH

Mother tongue English level: B2-C1

# **VOLUNTEERING**

# **European Solidarity Corps (ESC),** Volunteer

As part of the European Solidarity Corps program, I participated in a 2-month volunteering project in Spain, collaborating with over 50 volunteers from diverse countries. During this experience, I actively engaged in intercultural and educational activities that fostered both personal growth and social development, while enhancing teamwork and cross-cultural communication skills.

**Huawei Student Developers (HSD),** Campus Ambassador ☑

As a selected member of the HSD, I represented Abdullah Gül University and led a team of 16 students to organize various technical events, workshops, and info sessions. We collaborated with industry professionals and Huawei experts, providing participants with hands-on learning experiences and valuable networking opportunities. Through this role, I strengthened my leadership, event coordination, and communication skills within the tech ecosystem.

07/2025 - 09/2025

Granada, Spain

20/08/2024 – Present Turkiye

#### **PROJECTS**

#### **Drug Discovery Project,** Capstone Project

Successfully secured funding through **TÜBİTAK 2209-A Program** for developing a drug identification mobile application that uses OCR (Optical Character Recognition) to scan and extract drug information from packaging. *Technologies used:* Kotlin, Jetpack Compose, ML Kit (OCR), Room, Hilt, Retrofit, Gson, CameraX

20/10/2024 - Present

Paven, Movie App ☑

Enhanced a fully functional movie application with features including popular movie listings, list/grid view toggling, real-time search with suggestions, favorites management, and user authentication (login/register). The app also includes smooth UI animations for enhanced user experience.

*Technologies used:* Kotlin, MVVM architecture, Jetpack Compose & XML, Retrofit for API communication, Room for local data storage, Hilt for dependency injection, Glide/Coil for image loading, and ViewBinding.

**WorkWise,** Freelancer & Employer Job Platform □

Improved a mobile application where users can register as freelancers or employers, post/apply for jobs, and manage their profiles. Built with a full-stack approach using Flutter on the frontend and PHP/MySQL on the backend, with Provider for state management.

Technologies used: Flutter, Dart, PHP, MySQL, Provider, RESTful APIs

22/07/2024 - 02/10/2024

10/02/2023 – 10/06/2023