

# Melih Gültekin

## Android developer

An Android Geek since Ice Cream Sandwich. I enjoy traveling, photography, playing table tennis, chess and coding Android apps. I always enjoy to learn and use edge technologies with open mindset. A "Harry Potter books" fan, open source lover and clean code reader.

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## TECHNICAL SKILLS

Kotlin

Java

MAD-Skills

Coroutines

Flow

Jetpack Compose

RxJava

Dagger

Hilt

Kodein

JUnit

Espresso

Kakao

Retrofit

GraphQL

REST

Lottie

Groupie

Gson

Realm

Google SDKs

Docker

CI/CD

Scrum

Kanban

Git Flow & Trunk

Github Packages & Actions

Jenkins

## WORK EXPERIENCE

### Android Developer ING Netherlands

01/2023 - Present

Amsterdam, The Netherlands

#### Achievements/Tasks

- Worked on many new payment features with cross platform teams.
- Worked on accessibility features.
- Refactored error handling mechanism and architecture components.

### Software Engineer / Android Developer bol.com

02/2021 - 12/2022

Utrecht, The Netherlands

#### Achievements/Tasks

- Responsibilities: Developing new features in Kanban methodology, refactoring for code quality, publishing the app to Play Store, reviewing code, improving CI/CD.
- Worked on ads monetization.
- Developed a new Google Glass app with Jetpack Compose for a MVP.
- Implemented A/B experiments into most commonly used screens (product page, wishlist, reviews, basket, home) using MVVM architecture with cross platform teams.
- Introduced gradle-profiler, compose metrics jobs into the CI/CD pipelines.
- Made few contributions to KMM, iOS & backend projects.

### Android Developer Pipedrive

03/2019 - 01/2021

Tallinn, Estonia

#### Achievements/Tasks

- Responsibilities: Developing new features in Scrum methodology, refactoring for code quality, publishing the app to Play Store, reviewing code, improving CI/CD.
- Changed the architecture in many places from MVC, MVP to MVVM.
- Refactored many RxJava calls to coroutines.
- Implemented new designs and changes on the most commonly used CRM features (pipelines - activities) to support offline&online mode.
- Implemented React Native solution into the app for the React Native team.

## WORK EXPERIENCE

### Android Developer

Doğuş Teknoloji [↗](#)

01/2017 - 03/2019

Istanbul, Turkey

#### Achievements/Tasks

- Responsibilities: Developing new features, refactoring for code quality, publishing the app to Play Store, reviewing code, improving CI/CD.
- [DOD](#) - Changed the programming language from Java to Kotlin, architecture from MVC to MVVM, implemented material design and made the app universal to support different languages.
- [Scania'm Cepte](#) - Developed the network layer, new features and a custom cluster manager solution for the markers in MapView.
- Developed/maintained some features for these apps: [Volkswagen Ticari Arac](#), [Scania'm Sapasaglam](#), [Porsche Turkiye](#), [BenimAudim](#), [some internal apps](#).

### Summer Intern

Computer Vision Group / Friedrich-Schiller-Universität [↗](#)

09/2016 - 12/2016

Jena, Germany

#### Achievements/Tasks

- Trained, finetuned "Bird Joints" for Tracking System with Convolutional Neural Network using Caffe Framework, tested the accuracy rate and evaluated regression.
- Developed Document Rectification project by using AlexNet.

### SAPUI5, Javascript Developer

Inoart [↗](#)

03/2015 - 06/2016

Istanbul, Turkey

#### Achievements/Tasks

- Developed several SAPUI5 apps.

## EDUCATION

### B. Sc. Computer Engineering - 3.29/4.00

Yıldız Technical University [↗](#)

09/2011 - 11/2016

Istanbul, Turkey

### B. Sc. Computer Engineering - Erasmus

Warsaw University of Technology [↗](#)

02/2014 - 07/2014

Warsaw, Poland

## ACHIEVEMENTS

Hover Translator, Android App. Turkey GDG Mobile Hackathon Contest - 3rd in the contest. (11/2014) (11/2014 - 11/2014)

- Team members: Mustafa Berkay Mutlu, Berkay Taçyıldız

Udacity Google Developer Nanodegree Graduate (02/2018 - Present) [↗](#)

## PERSONAL PROJECTS

CurrencyConverter, Android App (In development) [↗](#)

- I've tried Github Packages, Github Actions, Dagger Hilt, Kotlin Flow, Coroutines, Prepopulated Room db, Layered modules with MVVM and Repository pattern.

WonderAndWander, Android App (08/2018 - Present) [↗](#)

- A graduation app for the Udacity Nanodegree programme.
- A simple teleport app for demonstrating Java, Dagger, MVVM(ViewModel), Room, Repository Pattern, CircleCI.
- Uses popular libraries such as Room, Dagger, Retrofit, Okhttp3, Glide, Timber, Leak Canary, Places, Firebase Realtime Database, Firebase UI Auth, Fabric.

Todarch, Android App - An organization member (10/2018 - Present) [↗](#)

- A simple TODO playground app for me to try new things, currently in development to demonstrate MVVM, Dagger, Coroutines, AndroidX, Room, CircleCI, Repository Pattern, Clean Architecture.

## PERSONAL PROJECTS

Social Appointment, Android App - Graduation Project for B. Sc. (09/2015 - 05/2016)

- A simple app that is similar to Doodle which creates groups, finds free slots for people in the group for a meeting and shows percentage of availability of slots by using Google Calendar API and PHP api written by myself.

Usarsim Simulator, Android App - Pregraduation Project for B. Sc. (09/2014 - 01/2015)

- An app to control simulated robots with socket communication.