



Mustafa Semih YAMAN

Android Developer

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01. Profile

Hi, I am Mustafa Semih. I am 23 years old. I am working as Android Developer. I have experience with Java, Kotlin, Jetpack Compose, and I experienced in utilizing the Google's MVVM architectural pattern, Android UI design principles, Jetpack Libraries, Firebase and popular 3rd party libraries.

Also, I have iOS developing experience. I used Swift, UIKit and SwiftUI with MVVM architectural pattern, utilizing the 3rd party libraries such as Alamofire.

Additionally, I have developed applications for companies like ArmaTrack and, Erkunt Traktör as a freelancer. Also, I developed an Android game named SirBall. I started Android Development with Java when I was 12 years old.

02. Employment History

- Android Developer, POINTO Technology Inc., Istanbul

September 2022 - Present

For Android; I have developed and supported numerous applications using modern tools and technologies using Kotlin and Java. Proficient in creating user-friendly interfaces with Jetpack Compose and XML, leveraging MVVM architecture, dependency injection with Hilt, and managing data streams using Flow and LiveData. Experienced in integrating RESTful APIs with Retrofit and utilizing Firebase for analytics and notifications.

For iOS; I have worked with Swift, developing user interfaces using both UIKit and SwiftUI. Experienced in MVVM architecture, API integrations with Alamofire, and implementing Firebase Analytics. Actively involved in iOS applications for supporting developing process.

For both platforms, I have managed projects using GitHub, Azure, and Jira to ensure.

Projects:

SporToto Raporlar App – Android Application

(Used Jetpack Compose with Kotlin, MVVM architectural pattern, Hilt, Flow, Retrofit)

EnerjiSA Filo App – Android Application

(Used XML with Kotlin, MVVM architectural pattern, Hilt, LiveData, ViewBinding, Retrofit)

Emarkable App - Android Application

(Used Jetpack Compose with Kotlin, MVVM architectural pattern, Hilt, Flow, Retrofit, Firebase Analytics)

PPlus App – Android Application

(Used Jetpack Compose with Kotlin, MVVM architectural pattern, Hilt, Flow, Retrofit, Firebase Analytics and Notification)

Kuzey Atık App – Android and iOS Application (Support)

(Used Jetpack Compose with Kotlin and UIKit with Swift, MVVM architectural pattern)

Güreller Technic App – iOS Application (Just all of UI)

(Used UIKit with Swift, MVVM architectural pattern)

SporToto Bayi Kontrol App – iOS Application (Support)

(Used UIKit with Swift, MVVM architectural pattern, Alamofire)

PPlus App – iOS Application (Support)

(Used SwiftUI with Swift, MVVM architectural pattern, Alamofire, Firebase Analytics and Notification)

Emarkable App – iOS Application (Support)

(Used Jetpack Compose with Kotlin and UIKit with Swift, MVVM architectural pattern)

- Part Time Android Developer, POINTO Technology Inc., Istanbul

April 2022 – September 2022

I worked on the EnerjiSA project, to the development of Android applications. I utilized Java with XML for UI development, implemented ViewBinding for efficient UI interactions, and integrated RESTful APIs using Retrofit. I have managed projects using GitHub, and Jira to ensure.

Projects:

EnerjiSA LHM Application – Android Application

(Used XMLwith Java, ViewBinding, Retrofit)

03. Education

- Software Engineering, Haliç University, Istanbul

Bachelor of Engineering, 2020 – Present (4th year)

- Tavşanlı Borsa İstanbul High School, Kutahya

High School, 2015 – 2019

04. Self Projects

Erkunt Traktör App – Android Application

(Used Jetpack Compose with Kotlin, MVVM architectural pattern, Hilt, Flow, Retrofit)

ArmaTrack App – Android Application

(Used XMLwith Kotlin, MVVM architectural pattern, Hilt, LiveData, ViewBinding, Retrofit)

ArmaTrack App - iOS Application

(Used UIKit with Swift, MVVM architectural pattern, Alamofire)

SirBall - Android Game

(Used Unity with C#)

05. Activities

2019:

We participated in TÜBİTAK project grant program as a team in Ege University. We designed an electronic stabilization body for the armed drone. I worked as a software developer. Also we received a letter of intent from STM company.

2016:

I joined robotic club on my high school. We participated in the Lego FLL competition and won the “Robot Design Winner” cup.

I produced projects with Arduino for the TÜBİTAK exhibition.

2015:

I produced modern student table project for the TSE project exhibition in Ankara.

06. Languages

Turkish (Native), English (B2)

07. Hobbies

Video games player. Loves taking photographs. Good at making puzzles, LEGO and robots.