

Oğuzhan Tutucu

Android Developer



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About Me

- Senior student graduating in **June 2026**, seeking a **summer internship** to transition into a full-time Junior Android Developer role.
- Highly passionate about Android development; **continuously improving** by analyzing open-source code and adapting best practices.
- Driven by curiosity in problem-solving and eager to **share knowledge** within the team.
- Committed to delivering high-quality results with a **patient** and **confident** mindset.

Projects

Kentin Sesi | Local Government Audit App ([link](#))

- Developed a location-based social platform using **Kotlin** and **MVVM** architecture to enable citizens to report and track local infrastructure issues.
- Integrated **Firebase** ecosystem (Firestore, Auth, Storage) and **Google Maps SDK** to implement real-time geospatial querying, marker clustering, and live status updates.
- Utilized **Hilt** for dependency injection and **Coroutines** with Flow to ensure efficient, reactive data handling and a testable, modular code structure.
- Implemented advanced social features including threaded comments with soft-delete logic, upvoting systems, and dynamic filtering using **Material Design 3** components.

LanguageDecks | Vocabulary Learning App ([link](#))

- Developed an educational flashcard app using **Kotlin** and **Android SDK** to help users improve language skills.
- Implemented local data persistence using **SharedPreferences** and **Gson** to save custom decks, card images, and learning progress (Learned/Unlearned states).
- Utilized **RecyclerView** with custom adapters for efficient list rendering and **ViewBinding** for type-safe UI interaction.
- Designed a modular structure using **Fragments** and **Activities** to ensure optimized edge-to-edge UI support.

Technical Skills

Android Development: ViewModel, Data Binding, Navigation, MVVM, Room

Programming Language: Kotlin

Tools & Knowledge: Android Studio, XML, Firebase, Data Structures, SQLite, OOP, SOLID, Office Apps, Linux, Docker

VCS: Git

Education

İskenderun Technical University

Computer Engineering (3.15 GPA)

2021 – Present

Languages

Turkish (Native)

English (Technical reading competence - B1)