

MAHMUT YUSUF ÖZ

Software Engineering Student | Mobile Developer (Flutter)

Mugla, Turkey | +905417936567 | ysfoz123@gmail.com

linkedin.com/in/yusuf-öz-601025309 | github.com/ozyusuf | medium.com/@yusufoz | yusuf-oz.vercel.app

SUMMARY

Motivated Software Engineering student with a strong foundation in Mobile Application Development. Specialized in building scalable mobile applications using Flutter, Dart, and Supabase. Experienced in BLoC state management, backend integration, and Docker. Proven ability to deliver real-world solutions from digital business cards to agricultural management systems. Currently expanding expertise in Machine Learning and Game Development.

EDUCATION

Muğla Sıtkı Koçman University | *Mugla, Turkey*

B.Sc. in Software Engineering | Sep 2022 – Present

- Relevant Coursework: Object-Oriented Programming (Java), Data Structures (C), Database Management Systems (SQL), Software Design Patterns, Introduction to AI, Machine Learning.

TECHNICAL SKILLS

- **Languages:** Dart, Python, Java, C, SQL, JavaScript, HTML, CSS.

- **Mobile Development:** Flutter, BLoC Pattern, Provider, Clean Architecture.

- **Backend & Cloud:** Supabase, Firebase (Auth, Firestore), Google Maps API, REST APIs.

- **Tools & DevOps:** Git, GitHub, Docker, VS Code, Postman.

PROFESSIONAL EXPERIENCE

Virtus R&D (Virtus AR-GE) | *Mobile Developer Intern*

July 2025 – Aug 2025

- Contributed to the frontend development of "i_cardApp," a digital business card solution using Flutter.

- Implemented BLoC pattern to ensure efficient state management and scalable code structure.

- Collaborated with the backend team and utilized Docker for containerizing backend environments.

- Optimized UI components to improve user experience and application performance.

Mugla Sitki Kocman University - Digital Transformation Office

Feb 2025 – June 2025

- Collaborated with the software team to support the maintenance of university-wide digital services.

- Utilized Web Technologies (HTML, CSS, JavaScript) to assist in the improvement of internal web interfaces.

- Gained insight into large-scale software deployment processes and public sector digital strategies.

KEY PROJECTS

Greenhouse Management System | *Flutter, Supabase, BLoC*

- Designed and developed a comprehensive mobile application to digitize manual greenhouse records.

- Implemented Supabase for a robust backend database and Firebase Auth for secure user authentication.

- Utilized Clean Architecture principles for maintainability.

Caffeverse | *Flutter, Firebase, Google Maps API*

- Built a location-based mobile application to compare coffee prices from nearby cafes.

- Integrated Google Maps API to display cafe locations and calculate distances in real-time.

- Used Firebase for real-time data storage of price lists.

i_cardApp (Digital Business Card) | *Flutter, BLoC, Docker*

- Contributed to the development of a modern digital business card application for professional networking.

- Engineered responsive UI components and integrated BLoC for robust state management.

- Worked within a Dockerized environment to ensure seamless backend connectivity.

Academic AI Projects | *Python, Machine Learning*

- Wine Quality Prediction: Developing an ML model to predict wine quality using a Kaggle dataset.

- Q-Learning Agent: Designing an autonomous agent to navigate a grid environment using Reinforcement Learning.

LANGUAGES

Turkish (Native)

English (Professional Working Proficiency).