

DİLBER ŞAH

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Summary

Computer Engineering graduate with experience in software development and active involvement in volunteering. Skilled in mobile and web technologies, with strong communication and teamwork abilities. Passionate about knowledge sharing, community engagement, and contributing to impactful projects.

Education

Çukurova University Adana, Turkey
Bachelor of Computer Engineering Sep 2025 (Graduated)
Relevant Coursework: Data Structures & Algorithms, Database Systems, Software Engineering, Artificial Intelligence, Computer Graphics

Experience

Eterna Teknoloji Mersin, Turkey
iOS Developer Intern Jul 2025 – Sep 2025

- Designed and developed Moodiary, a SwiftUI-based mood tracking application integrated with Firebase Firestore.
- Implemented MVVM architecture to improve scalability and maintainability.
- Enhanced user experience with interactive UI components and real-time data synchronization.

Dorasoft Mersin, Turkey
Software Engineering Intern Jul 2025 – Aug 2025

- Collaborated on the development and debugging of an ERP system using SQL-based data management.
- Improved system performance by identifying and fixing data processing bottlenecks.

Teknofest 2023 Adana, Turkey
TripGo Project Sep 2022 – Feb 2023

- Participated in the competition with TripGo, a mobile app concept that helps tourists discover unique local spots and add newly discovered places to the map for others to explore.

Çukurova University Photography Club Adana, Turkey
President 2024 – 2025

- Organized and led photography workshops, exhibitions, and creative projects for university students.

Projects

Moodiary (2025) - A mood journaling app enabling users to log moods, visualize emotional statistics, and set personal goals. Built with SwiftUI and Firebase, featuring offline caching and dark mode support.
ArtifyAI (2025) - Developed an AI-powered iOS app that generates and enhances images using CoreML models. Focused on user creativity and seamless UI integration for real-time visual outputs.
TripGo (2023) - Collaborated in a 4-person team to develop a travel app helping users discover local cultural spots and street food venues across Turkey.

Skills & Interests

Languages: Swift, SwiftUI, Python, C++, JavaScript, HTML, CSS

Frameworks & Tools: Firebase, Xcode, React, Git, REST API, JSON, MVVM Architecture

Other: Front-End Development, UI/UX Design, Debugging & Performance Optimization.