

Yusuf Caner Gures

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WORK EXPERIENCE

GETIR | ANDROID DEVELOPER

Dec 2020 – Present | Istanbul, Turkey

- Have a role as an Android Developer in GetirYemek team.
- Developing features for the Getir application and working on bugfixes.
- Working with product, IOS and QA teams to improve the product and collaboration.

ERLAB TECHNOLOGIES | ANDROID DEVELOPER

Oct 2020 – Nov 2020 | Istanbul, Turkey

- Have a role in media applications. Creating the applications according to customer needs.
- Using Android Studio and Kotlin.
- Library stack: Mvvm, Retrofit, Exoplayer, Coroutines, Glide

EDUCATION

YEDITEPE UNIVERSITY

BACHELOR IN COMPUTER ENGINEERING

Sep 2014 - Jan 2020 | Istanbul, Turkey

SKILLS

TECHNICAL SKILLS

Proficient with

- Kotlin • Java • Android Studio • Android SDK
- Restfull API • RoomDB • Retrofit • Git • Glide • Coroutines
- Jetpack Compose • MVVM, MVC • Custom Components
- Object Oriented Programming • Material Design
- Agile Development • UX/UI • Software Architecture in Theory

SOFT SKILLS

Strong

Leadership • Creative • Analytical • Problem Solver • Eager to Learn • Public Speaking • Bilingual • Ambitious

LANGUAGES

PROFICIENCY LEVEL

Native proficiency:

Turkish

Working proficiency:

English

Elementary:

Chinese

PERSONAL PROFILE

An adaptable computer engineer who is eager to learn. Demonstrates dedication on coding to complete a task with analytical skills. Possesses strong verbal and written communication skills and bilingual person. Acts with integrity and shows high-level organizational ability to multitask. Seeking the opportunity to work with a team to enhance collaboration. Good at finding the problems and suggesting the best possible solution.

PROJECTS

CITY CATALOG | ANDROID PROJECT

Aug 2020 - Present

- Coded with Kotlin using Android Studio and object-oriented programming.
- Stick with the material design rules and implemented them.
- RecyclerView and viewPager practiced for creating custom cards to represent locations.
- Layout animations, card animations, transition animations practiced to improving user experience.

Technologies used: Android Studio, Kotlin, Object Oriented Programming, Components, Animations, Material Design

[Link to Project](#)

FLICKR-DEMO | ANDROID PROJECT

July 2020 - Aug 2020

- Implemented the Flickr API with Retrofit2 and successfully get data from the API.
- The application shows the images on the recycler view, also implemented paging. Photos can be scrolled down infinitely.
- Every each of the images can be shown in full size in another screen by clicking on them. Used Data binding and data sharing between activities.

Technologies used: Kotlin, Android Studio, Retrofit2, RecyclerView, MVVM, Paging

[Link to Project](#)

MAP APPLICATION | ANDROID PROJECT

Apr 2020 – May 2020

- Facebook sign-in and Google sign-in are implemented on the Login screen. Users can log in with these two platforms.
- Implemented Google maps using GoogleMaps API, users can see their altitude and longitude on location changed.
- Fragments are used to change pages, data transfer between activities, and fragments practiced. Users can change their map preferences like day and night mode. Shared preferences practiced doing this.

Technologies used: Android Studio, Kotlin, Shared Preferences, Google & Facebook API's, Fragments, Data Binding

[Link to Project](#)