

UMUT SENOL

Computer and Software Engineer

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Ankara, Turkey

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Profile

I am a team player who adapts quickly to change and is eager to learn. I aim to contribute to real-world projects where I can apply my skills and grow in a role that brings value to both myself and the organization.

Education

Computer Engineering, Ankara Yıldırım Beyazıt University

CGPA: 3.07 | Honor student.

2020/09 – 2025/06

Ankara, Turkey

Professional Experience

KEYDATA Computing System Technologies Inc. - Candidate Engineer

2025/01 – 2025/06

Ankara, Turkey

Skills & Tools: Java, Maven, Lombok, Hibernate, Spring Boot, Postman, Restful API, PostgreSQL, JIRA

- Took part in backend development processes.
- Managed queries and relationships on PostgreSQL database systems.

The Food Runners - Mobile Application Developer, Project : The Food Runners App

2025/02 – 2025/03

Remote - Part Time, California, USA

Skills & Tools: Flutter, Dart, Android, iOS, Postman, Restful API, Git, Github, JIRA

- Developed the driver-side user interface of the app using Flutter.
- Integrated API endpoints and handled UI-logic for mobile screens.

Utarit Information Technologies Inc. - Intern Software Test Engineer,

2024/07 – 2024/08

Ankara, Turkey

Projects: SoliClub, Chipster, Bayındır Healthcare Group Mobile App

Tools: JIRA, SQL, Postman, Excel, Word

- Conducted manual and automated mobile application testing.
- Contributed to test documentation and issue tracking processes via JIRA.

Ordulu Technology Inc. - IOS Developer Intern, Project: ULAK.IM

2023/07 – 2023/08

Ankara, Turkey

Skills & Tools : Swift, UIKit, Storyboard, MVVM, MVC, CocoaPods, Git, Gitlab, Xcode

- Contributed to the development of a mobile application with end-to-end encryption.

Apple Authorized Training Center - Trainee Developer

2022/07 – 2022/12

- Completed a 240-hour Swift & iOS development training program held in collaboration with Turkey's Presidential National Library Digital Transformation Office Innovation Workshops.

Hard Skills

Programming Languages: Java, Kotlin, Swift, Dart, C

Mobile Development: Android (Jetpack Compose), iOS (UIKit), Flutter

Backend Technologies: Spring Boot, PostgreSQL, Hibernate

Tools: Git, GitHub, GitLab, Postman, DBeaver, JIRA

Fundamentals: Object-Oriented Programming, Algorithms, Database Management Systems, Software Development Life Cycle, SOLID Principles, Clean Code

Personal Projects

Farm Tracking System - Graduation Project

- Developed with Java Spring Boot for backend and Kotlin Compose for Android frontend.
- A functional mobile application for managing cattle farms, tracking disease, heat, and production cycles.
- Backend is currently deployed on AWS EC2 and the app is planned to be released on Google Play Store.

Movies App

- An entry-level iOS mobile app that lists movies and their details using a public API.

Rick & Morty App

- A mid-level mobile app that displays characters from the Rick and Morty series via API.

Languages

English

Professional Working Proficiency

Turkish

Native