

# Yusuf ErenUtku

Computer Engineer - Android Developer

## about

20.08.1992

Istanbul, Turkey

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[Web Site](#)

[Linkedin](#)

## language

english (good)

turkish (native)

## education

2011–2015 **Bachelor's Degree**, Selcuk University Engineering Faculty  
Computer Engineering - Graduation Date: 05.06.2015

Alaaddin Keykubat Campus, Konya

## experience

### full-time

2015-Now **ING BANK Turkey**

Operation and Technology Center, Istanbul

Developing [ING Mobile Banking Application](#) as *software engineer* in mobile software team part of Android developer team. Developing new features and testing, research/implementation new technologies and methods, monitoring/analysing crashes and maintaining. Familiar with scrum and agile methodologies.

## internship

2013-2014 **HAVELSAN**

Main Compound, Ankara

HvBS, Software Developer at GIS department. Java.

2012-2013 **Kodobur Game and Education Technologies**

METU Teknokent, Ankara

Game Developer. Unity3D. C#.

## honor & award

Nov 2015 **First Place @ Startup Weekend Denizli**

Doga Therman Hotel, Denizli

With the team I meet there, we developed a project for the farmers. The was designed to take data instantly from the sensors located in fields through cloud. We were in the *first place*. [Related news](#)

Dec 2015 **Jury Special Prize @ Hurriyet Hackathon**

Koc University Incubation Center , Istanbul

We developed a mobile application for Hurriyet Emlak in 42 hours. The Application was able to broadcast live between users. This application received *jury special* prize. [Project Page](#)

Nov 2015 **Eighth Place @ ING Bank Hackathon**

ING Bank, Istanbul

CashING Android Application that we developed in 45,5 hours with 5 team members ended up ING Bank Hackathon *8th place* in 43 projects. [Project Page](#)

Oct 2015 **Regional Honor Prize - Third Place @ Masters of Code Istanbul Hackathon**

Koc University Incubation

Center , Istanbul

Master of Cities ended up the first-ever MasterCard Masters of Code hackathon with *3rd place*. We developed Master of Cities Android Application in 24 hours with 5 team members. [Project Page](#)

Jan 2014 **Fourth Place @ Global Game Jam Ege**

Izmir University of Economics, Izmir

Arrest, awarded *4th place* at the Global Game Jam(GGJ) Ege 48 hours hackathon. [Link to Department's Congratulations](#)

## project

Oct 2015 **Drinking Games**

Headone Lab

Most cheerful drinking games in one application. All games are sync with cloud. [Google Play](#)

Mar 2015	<b>ING Mobile</b> ING Bank Mobile Banking Application <a href="#">Google Play</a>	ING Bank, Istanbul
Sep 2015	<b>Song of Cave</b> Within Global Game Jam 2016 we developed Song of Cave game in 48 hours. The main feature of the game is it is played by voice. Unity 3D and C# script language were used. <a href="#">Project page</a>	Bahcesehir University, Istanbul
Sep 2015	<b>Turkcell Gelecegi Yazanlar Android Application</b> Android Application for Turkcell Gelecegi Yazanlar platform (which has 45000 subscribers) was prepared by a team of 7 people from Gelecegi Yazanlar Campus Ambassadors in 4 weeks. <a href="#">Google Play Store Link</a>	Turkcell Gelecegi Yazanlar, Istanbul
Jul 2015	<b>MIT Scratch Educational Video Series</b> As a team of Gelecegi Yazanlar Campus Ambassadors, 78 Turkish educational video series and exams for MIT Scratch platform were prepared. <a href="#">Project Link</a>	Turkcell Gelecegi Yazanlar, Istanbul
Jun 2015	<b>MIT App Inventor Educational Video Series</b> As a team of Gelecegi Yazanlar Campus Ambassadors, 122 Turkish educational video series and exams for MIT App Inventor platform were prepared. <a href="#">Project Link</a>	Turkcell Gelecegi Yazanlar, Istanbul
2014-2015	<b>Thesis</b> "Beverage Can, Beverage Bottle Recognition and Collection System", Matlab, Arduino, Servo. Image Processing	Selcuk University, Konya
2014-2015	<b>Identification of Three-Dimensional Objects</b> Pattern Recognition class project. Matlab. Artificial Neural Networks. Image Processing. <a href="#">Project Link</a>	Selcuk University, Konya
May 2014	<b>Balance</b> TTNET Build-up Game Development 48 hours marathon. <a href="#">Project Link</a>	Izmir Institute of Technology, Izmir
2013-2014	<b>Optical Character Recognition</b> Artificial Intelligence class project. Java. Artificial Neural Networks. <a href="#">Project Link</a>	Selçuk Üniversitesi, Konya

## programming

Android, Java, C#, Unity3D, Git, Matlab, Arduino, Assembly, SQL, C, HTML, CSS, XML

## certificate

[Android 401-301-201-101](#), [Cisco Cybersecurity](#), [Windows Phone 201-101](#)

## event

2015	<b>(Course) Android</b> I took 72 hours of Android training in 'Bilisim Mücütleri' program that supported by Samsung and Habitat.	Samsung-Habitat, Istanbul
2014-2015	<b>Organization Leader</b> Global Game Jam Selçuk '15 – Free Software Day – Turkcell Android Course	Selcuk University, Konya
2015	<b>(Course) Akademik Bilisim</b> Web Application Development with Python and Django. +40 hours of training	Anadolu University, Eskisehir
2014	<b>(Course) Linux Summer Camp</b> Application Development with Ruby on Rails. 105 hours of training, <a href="#">Project Link</a>	Abant İzzet Baysal University, Bolu

## reference

**Murat Yener** Android Developer at Intel Corporation & Google Developer Expert, +18054082454, [murat@gdgistanbul.com](mailto:murat@gdgistanbul.com)

**Mehmet Aca**, Turkcell Product Manager, +905309563161, [mehmet.aca@turkcell.com.tr](mailto:mehmet.aca@turkcell.com.tr)

**Associate Prof. Harun Uguz**, Academician at Selcuk University, +905335821401, [harun\\_uguz@selcuk.edu.tr](mailto:harun_uguz@selcuk.edu.tr)

## **members of**

[GDG Istanbul](#), [Campus Ambassador at Turkcell Gelecegi Yazanlar](#), Selçuk IEEE Chairman of Computer Society  
2014-2015, BİLMÄK'16 Executive Council Member, Member of Linux Users Association