

Yusuf ErenUtku

Computer Engineer - Android Developer

about

20.08.1992

Istanbul, Turkey

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[Web Site](#)

[StackOverflow](#)

[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

March 2017 **Third Place @ Getir-BiTaksi Hackathon**

Getir HQ, Istanbul

We developed a project that finds events by location. Users can create events which places they plan to go by drawing Polygon on Google Maps. Also, users can join and leave the events. The server side of the application has been designed with node.js. The hackathon has been evaluated functionality, third party libraries, implementations, application flow, clean code, localization, error handling, modular layer based code architect and by commit messages. We were in the *third place*. [Related news](#) - [Github Repo](#)

March 2017 **Third Place @ CCI Hackathon - Coca Cola**

Levent Workinton, Istanbul

We developed a project for B2B transactions. The app was designed for easy orders. The consumer scans QR code and the product stock page pop-up with suggestions before orders and geographically close business transactions. Included App Widgets and Push Notifications for retention. We were in the *third place*. [Related news](#)

Dec 2016 **First Place @ HOAckathon - hurriyet.com.tr**

Levent Workinton, Istanbul

With the team I met there, we developed a project for readers of the news. The app was designed for fast read news with [sprintz](#) technique. The news gets from [Hürriyet Public API](#). We were in the *first place*. [Related news](#)

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

Doga Therman Hotel, Denizli

With the team I met there, we developed a project for the farmers. It 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 **ING Mobile** ING Bank, Istanbul
ING Bank Mobile Banking Application [Google Play](#)
- Sep 2015 **Song of Cave** Bahcesehir University, Istanbul
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. [Project page](#)
- Sep 2015 **Turkcell Gelecegi Yazanlar Android Application** Turkcell Gelecegi Yazanlar, Istanbul
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. [Google Play Store Link](#)
- Jul 2015 **MIT Scratch Educational Video Series** Turkcell Gelecegi Yazanlar, Istanbul
As a team of Gelecegi Yazanlar Campus Ambassadors, 78 Turkish educational video series and exams for MIT Scratch platform were prepared. [Project Link](#)
- Jun 2015 **MIT App Inventor Educational Video Series** Turkcell Gelecegi Yazanlar, Istanbul
As a team of Gelecegi Yazanlar Campus Ambassadors, 122 Turkish educational video series and exams for MIT App Inventor platform were prepared. [Project Link](#)
- 2014-2015 **Thesis** Selcuk University, Konya
"Beverage Can, Beverage Bottle Recognition and Collection System", Matlab, Arduino, Servo. Image Processing
- 2014-2015 **Identification of Three-Dimensional Objects** Selcuk University, Konya
Pattern Recognition class project. Matlab. Artificial Neural Networks. Image Processing. [Project Link](#)
- May 2014 **Balance** Izmir Institute of Technology, Izmir
TTNET Build-up Game Development 48 hours marathon. [Project Link](#)
- 2013-2014 **Optical Character Recognition** Selçuk Üniversitesi, Konya
Artificial Intelligence class project. Java. Artificial Neural Networks. [Project Link](#)

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 - communication skill

[Tensorflow Dev Summit'17 Extended](#), [Devfest'16 - Organizer](#), [Women Techmakers Istanbul'16](#), [After I/O'16](#)

reference

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members of

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