

# ŞÜKRÜ KEMÜK

## FLUTTER DEVELOPER

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İzmir/Türkiye

### ABOUT ME

I am a Computer Engineering graduate with 2 year of experience in mobile application development. I am proficient in Flutter and Firebase technologies. I use Figma to design UI/UX and code those designs. I have experience with Rest API integrations and use tools like Git, Jira, and Slack effectively. I am also familiar with the MVVM architecture and BloC state management. I am open to new technologies and focused on continuous growth.

### EDUCATION

**Necmettin Erbakan University**

Computer Engineering  
2020- 2024

**Urla Hakan Ceken**

**Anatolian High School**  
2016 - 2019

**Pendik Uğur Anatolian High School**

2019-2020

### SKILLS

- Flutter
- Firebase
- REST API
- BloC
- Git
- Android Studio
- Visual Studio

### LANGUAGES

- English B1

### HOBBIES

- Swimming
- Football
- Travel
- Computer Game

### CONTACT ME



### WORK EXPERIENCE

#### INTERNSHIP

APHEL YAZILIM  
2023  
Umraniye/Istanbul

I developed a browser-based basketball game using JavaScript and Babylon.js. Through this project, I gained basic experience in game engine development and 3D modeling.

#### INTERNSHIP

Kadriye Macit Yazılım Ltd. Şti.  
2024  
Çankaya/Ankara

During my internship, I developed mobile applications using Flutter and Firebase. I managed Rest API operations with Postman and handled data integrations in JSON format. I optimized data flow using Bloc State Management and wrote code based on designs created in Figma.

#### FLUTTER DEVELOPER

Kadriye Macit Yazılım Ltd. Şti.  
2024 - Now  
Çankaya/Ankara

I work remotely to develop mobile application projects. I manage applications using Flutter, Firebase, and Rest API integrations, optimizing data flow with Bloc State Management. I test API operations with Postman and handle version control with Git. I design user-friendly interfaces using Figma and manage projects with Jira. For communication, I use Slack.

### PROJECTS

#### FASHION APP DEVELOPMENT WITH FLUTTER

I'm actively working on a mobile application project for the fashion industry. The project involves using Git for version control, Slack for team collaboration, and Jira for task organization. Data flow and state management are handled with the BloC library. Designs are created using Figma, and Rest API integrations are tested and implemented with Postman.

# PROJECTS

## **AGS SECURITY - SECURITY APPLICATION (FLUTTER & BLOC)**

Designed and developed AGS SECURITY, a security application using Flutter and Firebase. The application integrates Firebase Cloud Functions for backend operations and Firebase Cloud Messaging (FCM) for push notifications. AGS SECURITY is available on Google Play as "AGS Güvenlik" and on the App Store as "AGS URLA."

## **MOBIWAX - COMPREHENSIVE VEHICLE CLEANING SERVICE APPLICATION**

Designed and developed MobiWax, a comprehensive vehicle cleaning service application, utilizing technologies such as Firebase Cloud Functions, Firebase Cloud Messaging (FCM), and the BLoC pattern for state management. Secure Storage and SharedPreferences were used for local data storage, with multi-language support provided by Flutter Localizations. The solution consisted of three separate applications tailored for admin, user, and personnel. Additionally, the app included real-time courier tracking using Google Maps, ensuring efficient service delivery and enhanced user satisfaction.

## **DIARY AND NOTE-TAKING APPLICATION (FLUTTER & BLOC)**

Developed a diary and note-taking application using Flutter and BloC, allowing users to easily record and manage their notes and diaries. Data is stored locally using SharedPreferences, and the BloC architecture optimizes data flow and management.

## **REAL-TIME IOT APPLICATION WITH FLUTTER AND ARDUINO**

I developed a real-time IoT application using Flutter and Arduino with Firebase. I collected temperature, water level, and motion data from sensors with an Arduino board and sent this data to Firebase Realtime Database via the Arduino IDE. I displayed the real-time data from Firebase on a Flutter app, allowing users to monitor the sensor values instantly.

## **EDUCATIONAL APP DEVELOPMENT WITH FLUTTER**

In mobile app development, I designed and developed a user-friendly mobile app using Flutter and Firebase. The design phases were planned with Figma, and data management was handled with Firebase.

## **BROWSER-BASED GAME DEVELOPMENT WITH BABYLON.JS**

During my internship at Aphel Yazılım, I developed a browser-based game using Babylon.js and worked with JavaScript and game engines.

## **PARKING SENSOR SYSTEM WITH MICROPYTHON**

I developed a parking sensor using MicroPython. The system detects obstacles around a vehicle using distance sensors.

## **HOTEL RESERVATION AUTOMATION SYSTEM IN C#**

I developed an automation system in C# that digitizes hotel reservation processes. It provides a solution with database connections for managing and booking rooms.

## **CAR RENTAL MANAGEMENT SYSTEM IN C#**

I developed an automation application using C# to manage car rental processes. The application enables users to easily handle car rentals, returns, and payment processes.

## **CAR RENTAL AUTOMATION APPLICATION IN PYTHON**

I developed an automation application in Python to manage car rental processes. The software facilitates car rental transactions for users.

## **LICENSE PLATE RECOGNITION SYSTEM (PYTHON & DEEP LEARNING)**

Developed a license plate recognition system using Python and deep learning libraries. The system leverages trained data for image recognition to accurately identify vehicle license plates, applying deep learning techniques to achieve high accuracy in plate recognition.