

Utku Yıldız

📍 Maltepe, Istanbul, Turkey ✉ yildiz.utku97@gmail.com ☎ 905306514218 🌐 in/yildizutku 🐙 github.com/utkuberaty

SUMMARY

I am a dynamic developer with a strong emphasis on full-stack development, skilled in backend technologies and proficient in utilizing GraphQL and Kotlin Multiplatform (KMM). My professional journey includes a leadership role as Lead Android Developer at ONE2 1TWO, where I have mastered Kotlin, Java, and FFmpeg, and ventured into the realm of multiplatform projects. Since beginning my Android development in 2018, I have expanded my expertise to effectively employ GraphQL for backend data integration, optimizing mobile application performance and scalability. My experience with Kotlin Multiplatform enables me to write shared code for both Android and iOS platforms, reducing development time and ensuring consistency. Passionate about innovation and technology, I am committed to leveraging my full-stack development skills to create seamless, high-quality mobile solutions that enhance user experiences across multiple platforms

EXPERIENCE

Senior Android Developer

NevaXR

June 2024 - Present, Istanbul, Turkey

- Leading multiple Android projects for smart car entertainment systems, ensuring timely delivery and high-quality performance.
- Developing and maintaining new Android libraries to support and enhance visual arts created by designers, improving the overall user interface and experience.
- Researching and implementing cutting-edge technologies to enhance smart car entertainment features, staying ahead of industry trends.
- Collaborating closely with designers to integrate creative visual elements, ensuring seamless and aesthetically pleasing user interfaces.
- Coordinating with cross-functional teams including software engineers, project managers, and QA testers to ensure smooth project execution.
- Conducting code reviews and providing mentorship to junior developers to maintain high coding standards and promote best practices.
- Performing thorough testing and debugging to ensure robustness and reliability of applications.
- Documenting project progress and presenting updates to stakeholders, ensuring transparency and alignment with business goals.
- Engaging in continuous learning and professional development to keep up with the latest advancements in Android development and smart car technology.

Senior Android Developer

Papel Technology

April 2024 - May 2024, Istanbul, Turkey

- Serve as a key Android Developer at Papel Technology, focusing on enhancing mobile fintech solutions.
- Develop and refine wallet features to improve transaction capabilities and user interaction.
- Identify and resolve software bugs, ensuring high reliability and performance of fintech applications.
- Collaborate with a multinational team of developers to integrate cutting-edge technologies that enhance mobile payment systems.
- Contribute to the continuous improvement of the app's security measures, safeguarding user data and transactions.

Lead Android Developer

ONE2 1TWO

June 2022 - March 2024, Remote

- Led the One21Two Android project from inception to deployment.
- Transitioned existing XML components to Jetpack Compose and integrated this framework throughout the project.
- Developed the project using a custom Kotlin-based Redux architecture.
- Played a pivotal role in technology decision-making and spearheaded the development of GraphQL queries and mutations for the backend.

Senior Android Developer

Path - Digital Experiences

June 2020 - May 2022, Istanbul, Turkey

- Developed native Android applications and frameworks utilizing Kotlin and Java.
- Defined and implemented robust application architectures and complex user interfaces.
- Applied expert knowledge of Android system frameworks to address unique challenges.
- Collaborated with designers, engineers, and product managers to deliver outstanding user experiences.
- Developed applications incorporating new technologies to stay ahead of industry trends.

Android Developer

Menlo Music

December 2018 - June 2020, Istanbul, Turkey

- Serve as a key Android developer at Menlo Music, focusing extensively on our flagship Android application project.
- Design and develop sophisticated lifecycle management systems for Android applications.
- Implement advanced video and audio encoding/decoding processes using the FFmpeg library.
- Optimize FFmpeg integration to enhance performance and efficiency of media handling.

- Utilize the Superpowered C++ library for high-quality audio recording features.
- Collaborate closely with cross-functional teams to innovate and refine application functionalities.

Game Developer

Gamelab Istanbul

September 2017 - May 2018, Beşyol Mah., İstanbul Province, Turkey

- Developed game features and mechanics using our company's own game engine.
- Collaborated with developers and artists to design engaging and visually appealing game worlds.
- Optimized game engine performance to ensure smoother and faster gameplay.
- Participated actively in team meetings to plan, test, and enhance game components.
- Identified and resolved bugs to improve gameplay quality and user experience.

Software Developer Internship

KoçSistem

August 2017 - September 2017, Istanbul, Turkey

PROJECTS

Papel

Papel • papel.com.tr/en • April 2024 - Present

One21Two

One21Two(Klef Ltd.) • www.one21two.com/ • June 2022 - March 2024

- Played a pivotal role in the development of One21Two, an innovative entertainment app that allows users to sing and record videos.
- Engineered key features enabling users to participate in events, compete for prizes, and earn votes from the community.
- Implemented a token system that allows followers to support their favorite performers directly within the app.
- Collaborated with a team of designers and engineers to ensure a seamless user experience, focusing on video and audio synchronization.
- Led the Android development team for One21Two, guiding the integration of user-centric features and enhancing overall application performance.

Kargom Sende

Path Product & Software House • June 2020 - May 2022

Staroke

Menlo Music • February 2019 - June 2020

EDUCATION

Bachelor's degree, Management Information Systems, General

Anadolu University • June 2024

Associate's degree, Computer Programming

İstanbul Aydin University • 2019

CERTIFICATIONS

Android Basics Nanodegree by Google

Udacity • 2018

SKILLS

Soft Skills: Problem Solving, Critical Thinking Technical Skills: Android, Kotlin, Java, Rest, Object Orient, GraphQL, Jetpack Compose, Git

Languages: English, Turkish

Soft Skills: Problem Solving, Critical Thinking, Team Working