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SKILLS

Dart / Flutter















Machine Learning









Swift / SwiftUI











LANGUAGES

Turkish

Native or Bilingual Proficiency

English

Full Professional Proficiency

German

Limited Working Proficiency

Russian

Elementary Proficiency

INTERESTS

Machine Learning

Sudoku

Camping

FIFA

Basketball

Hasan Berke Tekin

Computer Engineering Student

A hard-working computer engineering student with a strong academic record. Skilled in problemsolving, with a foundation in math, logic, and cross-platform coding. Want to improve skills in mobile software development by working as a programmer for a company.

3.83 / 4.00

EDUCATION

Computer Engineering

Istanbul Technical University

09/2016 - Present

- Honors/Awards Dean's List Honoree for 7 semester
- Deloitte Education Foundation Scholarship Recipient

PERSONAL PROJECTS

Sikke (01/2021 - 01/2021)

- □ I built a block-chain based crypto-currency back-end application.
- Users can create a wallet, send coins to another wallet, receive coins from other wallets.
- Also, users can earn reward coins by mining blocks for the block-chain.

IoT Gateway Design (01/2021 - 01/2021)

- By using Arduino, I designed the hardware and coded an IoT gateway.
- □ The gateway supports 6 commonly used IOT protocols such as LoRa, Bluetooth, WiFi, MQTT, Ethernet, and ZigBee.

ZomZom (12/2021 - 12/2021)

- □ I built a video conferencing app like Zoom by using Flutter, Firebase and WebRTC.
- Users can create their own rooms or join other rooms by using room code.
- Users can send-receive text messages, files through the application.
- Also, up to 12 people can make a video conference.

Camera Based Collision Avoidance Application (11/2021 - Present)

- As a graduation project, I am currently working on this application.
- It aims to allow drivers who do not have a collision-avoidance system in their cars, to have a collision warning system on their mobile phones.
- □ It uses SSD to detect cars, makes a speed estimation by using optical-flow algorithms, and gives a warning if there is a possibility of a collision.

BeeScheduler (09/2020 - 09/2020)

- BeeScheduler is a scheduling app for the students at Istanbul Technical University.
- □ Students choose the course codes that they should take in the term, then the app finds all possible programs that can be created with the codes that they select.
- Even it requires a lot of queries, memory, and time to compute all possible combinations, we optimized the app and it finds over 1.5 million (all different) possible programs in less than 4 seconds on iPhone 6s.
- □ This app was used by over 200 students in less than a week in this term to create a weekly schedule.

BeeSocial (01/2019 - 07/2019)

- BeeSocial is a social media application that aims to connect students in our university.
- This start-up project is approved by ITU GINOVA which is an innovation center.
- □ I built the app and designed the UI by using React Native and Firebase.
- The application is now available both on PlayStore and AppStore, and there are 300+ users registered to the application.

VOLUNTEERING

H2O Associação de Jovens de Arrouguelas (07/2018 - 08/2018)

Worked 1 month as a volunteer in Arrouguelas which is a small village in Rio Maior/PORTUGAL

Istanbul Technical University (02/2018 - 03/2020)

Campus Tour Guide

WORK EXPERIENCE

Full Stack Developer

RastMobile

10/2020 - Present Istanbul/TURKEY

Achievements/Tasks

- Converting company's old applications into Flutter applications
- Improving the company's back-end applications by using Laravel
- Learning and using new technologies for the first time such as EJS, PHP, Vue, Angular

Contact: Mehmet Akif Alp - LinkedIn: https://tr.linkedin.com/in/mehmetalp

iOS Developer Intern (Swift)

Commencis

07/2020 - 08/2020 Istanbul/TURKEY

Achievements/Tasks

- Completing a bank app with dummy data from the server
- Building an online digital library app from scratch
- Experiencig with MVVM and MVC structures

Contact: Uğur Kılıç - LinkedIn: https://www.linkedin.com/in/ugurkilic

Mobile Application Developer (Remote)

Commonity

05/2020 - 09/2020 New York/USA

Commonity is a social network (can be found on stores) that matches people by their common interests

Achievements/Tasks

- Adding new features to app by using React Native
- Handling filtering and sorting for users and topics
- Optimizing matching and searching systems

Mobile Application Developer

DeepSport

03/2020 - 09/2020 Istanbul/TURKEY

A start-up project using pose estimation and NLP in order to improve user's workout experiences

Tasks

- Improving the pose estimation model using deep learning
- Implementing the model into the mobile application
- A prototype is built with the trained model