

# Emircan Görkem Ece

Jr. Mobile Developer

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## ABOUT ME

I am passionate about creating scalable mobile applications with a focus on real world impact. Dedicated to lifelong learning and innovation, I strive to deliver high-quality solutions that drive global change.

## SKILLS

**Mobile Development:** Kotlin, Java, Android SDK, XML, Jetpack Compose, Hilt, Flutter, Dart, State Management, Android Studio, Xcode

**Backend & Cloud:** ASP.NET, C-Sharp, Python, Firebase Authentication, Firebase Firestore, Firebase Cloud Functions, SQL, Flask

**Tools & Technologies:** Git, GitHub, Postman, REST APIs, Room, Android Studio, Unit Testing (Junit, Espresso), MVI, MVC, MVVM, MVP, Figma

**Other Technical Skills:** Agile Methodologies (Scrum), YOLO, DeepSORT, Unix, Bash, Google Colab

**Languages:** Turkish (Native), English (Upper-Intermediate), German (Beginner), Italian (Beginner)

## EDUCATION

### Erzurum Technical University

Bachelor's Degree (Computer Engineering)

Sep. 2021 – Jan. 2026

Erzurum, TR

### Politechnika Lubelska

Computer Science – Erasmus+ Student

Oct. 2024 – Feb. 2025

Lublin, PL

### Instituto Politécnico da Guarda

Computer Science – Erasmus+ Student

Feb. 2023 – Jul. 2023

Guarda, PT

## EXPERIENCE

### Xena Vision

Mobile Application Developer

Sep. 2025 – Present

Ankara, TR

- Spearheading the development of new modules for the **Emergency Map** application, focusing on scalable architecture and clean code principles.
- Implemented advanced state management solutions using **Provider** to handle complex data flows and ensure app stability.
- Integrating RESTful APIs to handle real-time data synchronization and optimizing map rendering performance for a smoother user experience.
- Wrote comprehensive unit and widget tests to ensure application reliability and minimize regressions during new feature rollouts.

### Xena Vision

Mobile Application Developer Intern

Jul. 2025 – Sep. 2025

Ankara, TR

- Assisted in the initial development phase of the **Emergency Map** application using Flutter, translating UI/UX designs into responsive widgets.
- Gained hands-on experience in the mobile development lifecycle, specifically in bug tracking, version control (Git), Agile methodologies and assisted in the **App Store & Google Play deployment processes**.
- Implemented localization (i18n) support to make the application accessible to a wider audience, crucial for emergency scenarios.
- Participated in code reviews and team meetings, effectively communicating progress and technical challenges.
- Actively participated in the debugging process, resolving critical UI/UX issues reported during the QA phase to ensure a stable release.

# PROJECTS

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## Verbee (Final Project)

*SRS-Powered Language Learning Application – Available on GitHub*

Nov. 2025 – Present

**Flutter, Dart, Firebase, Provider, MVVM**

- Engineered a comprehensive cross-platform mobile application using Flutter, implementing the MVVM architecture with Provider for efficient state management and scalability.
- Integrated some components of Firebase ecosystem (Authentication, Firestore, Storage) to manage secure user sessions, real-time data synchronization, and cloud-based asset handling.
- Designed and implemented a custom Spaced Repetition System (SRS) algorithm to optimize vocabulary retention by dynamically scheduling reviews based on user performance.
- Developed interactive gamification modules (Quizzes, Matching Games) and visualized weekly user progress with dynamic charts, significantly enhancing user engagement.

## Meteo

Jun. 2025

*Weather Forecast Application – Available on GitHub*

**Kotlin, Retrofit, MVVM**

- Developed a native Android application to provide real-time weather forecasts by fetching data from the OpenWeatherMap API.
- Designed and implemented a modern and responsive user interface using XML layouts, ensuring a consistent experience across different device screen sizes.
- Managed asynchronous network requests efficiently using the Retrofit library to fetch and parse JSON weather data.

## Remind Me

Jan. 2024 – Jan. 2025

*Task and Reminder Application – Available on Play Store*

**Kotlin, Room, MVVM**

- Developed a fully offline-capable task management app allowing users to create, update, and delete tasks with custom notification settings.
- Architected the application using MVVM and Android Jetpack components (ViewModel, LiveData) to create a reactive and lifecycle-aware UI.
- Leveraged the Room persistence library to manage a local SQLite database, ensuring robust and efficient offline data storage and retrieval.
- Implemented multiple security layers, including biometric authentication (fingerprint), password protection, and a user-controlled backup/restore feature.

## QRify

May. 2025

*QR Code Scanner and Generator Application – Available on GitHub*

**Kotlin, MVVM, ZXing Library**

- Integrated the ZXing library to build a robust QR code scanner capable of decoding a wide variety of data formats in real-time.
- Developed a QR code generation feature that allows users to create and share custom QR codes from inputs like text, URLs, and phone numbers.
- Applied modern Android development principles, utilizing the MVVM pattern to efficiently manage UI state and user interactions.

## NFC Toolkit

May. 2025

*NFC Tag Reader and Writer Application – Available on GitHub*

**Kotlin, MVVM, Android NFC Library**

- Developed a tool to read and write NDEF data on NFC tags, supporting plain text, URLs, emails, and application records.
- Implemented functionality to scan and display detailed tag metadata, including Tag ID and supported NFC technologies (e.g., Mifare Classic, NTAG).
- Structured the application using MVVM architecture to create a scalable, testable, and maintainable codebase with a clear separation of concerns.

## ETU Reservation System

Mar. 2025 – May. 2025

*Online Reservation System – Available on GitHub*

**ASP.NET, MVC, JWT, PostgreSQL**

- Built a full-stack reservation system for university shared resources (library, project rooms, etc.).
- Led database design and management, including schema creation, indexing, and data integrity.
- Integrated JWT-based role management for secure, role-specific access.
- Implemented reservation workflow with status tracking (pending, approved, etc.) and automated notifications via SMTP email.

## SwiftFund

Mar. 2025

*Personal Finance Application – Available on GitHub*

**Kotlin, Firebase, Retrofit**

- Developed an Android application enabling users to send money, convert currencies, and manage accounts securely.
- Integrated Firebase Authentication for user login and Firebase Firestore for real-time database management.
- Implemented real-time currency exchange functionality using ExchangeRate-API with dynamic UI updates.

## COMPETITIONS AND AWARDS

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### Coderspace Hackathon

*Top 5 Finalist (out of 600 teams) – Available on GitHub*

Nov. 2025

**Bogazici University (Istanbul, TR)**

- Developed **Hairyfy**, an AI-powered hair analysis mobile application, securing a top position in a highly competitive field.
- Engineered a novel **Sensor Fusion** algorithm (Google ML Kit + Gyroscope + Accelerometer) to enable automatic, hands-free photography of difficult-to-reach areas (vertex/donor).

### Final Project Rank Award

*5th Award in Faculty of Engineering*

May. 2025

**Erzurum Technical University (Erzurum, TR)**

- Developed a computer vision system to estimate fish weight from images, videos and live webcam feeds (for aquariums) with **93% accuracy**, enabling non-invasive monitoring.
- Implemented **YOLO** for real-time object detection and **DeepSORT** for tracking to analyze fish dimensions and movement.
- Designed an interactive web interface using **Streamlit**, allowing users to visualize analysis results and track growth metrics.

## EXTRA-CURRICULAR ACTIVITIES

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### Mobile Team Mentor

Nov. 2025 – Present

**ETU DevTeam**

Mentoring the mobile team by guiding new members

through the application development lifecycle and providing technical support for beginners.

### Board Member

Feb. 2025 – Present

**ETU Erasmus+ Club**

Organized and coordinated key student events, including "**Survival Guides**"

and experience sharing sessions, providing guidance on cultural adaptation and the Erasmus process.

### Member

Mar. 2025 – Jun. 2025

**Volunteers of ETU**

### English Instructor

Oct. 2022 – May. 2024

**ETU DevTeam (formerly IEEE CS)**

Conducted voluntary bi-weekly workshops for team members from 2022, significantly improving their technical skills and performance metrics.

## CERTIFICATES

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### Politechnika Lubelska

Feb. 2025

*Attendance Certificate (Erasmus+)*

### Instituto Politécnico da Guarda

Jul. 2023

*Attendance Certificate (Erasmus+)*

### Cambridge English: YLE MOVERS

Apr. 2015

*Point: 11/15*

### EF SET Certificate (English proficiency: C1 Advanced)

Oct. 2022

*Certificate URL: <https://www.efset.org/cert/K8uV5w>*

## REFERENCES

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Available upon request.