



RECEP OGUZHAN SENOGLU

COMPUTER ENGINEER



recep.senoglu.34@gmail.com



+0 537 996 6806



receptsenoglu.com



github.com/receptsenoglu

EDUCATION

Selcuk University

Computer Engineering

2017 - 2022

National Technical University of Ukraine

Computer Science

2018 - 2022

SKILLS

- Mobile Application Development (Flutter)
- RESTful API Integration
- Firebase
- Play Console Management
- Version Control with Git and GitHub
- Clean Architecture and MVVM Usage
- Data Analysis with Basic Python and SQL
- Teamwork and Communication
- Problem Solving and Analytical Thinking

LANGUAGES

- English *Upper Intermediate*
- German *Beginner*

ABOUT ME

With 2 years of mobile app development experience, I consistently deliver high-quality projects on time. I work well in team environments, and my projects are available on [my website](#).

PROFESSIONAL EXPERIENCE

DATA SCIENCE INTERN

Aktif Bank · İstanbul 2024 - 2024

- Developed workflows using UiPath to automate repetitive tasks.
- Analyzed large datasets using Python and SQL.
- Contributed to model development and evaluation processes in machine learning projects.

MOBILE APPLICATION DEVELOPER (FLUTTER)

Gammal Tech · Alexandria, 2023 - 2023

- Developed mobile applications tailored to customer needs, demonstrating strong problem-solving and analytical thinking skills.
- Actively contributed to the design and development of mobile applications using Flutter.

MOBILE APPLICATION DEVELOPER (FLUTTER)

Tutar Teknoloji · Konya 2022 - 2023

- Redesigned user experience in mobile apps to increase satisfaction and engagement.
- Collaborated effectively with the backend team to deliver sustainable solutions.

MOBILE APPLICATION DEVELOPER (FLUTTER)

Risetime Teknoloji · Konya 2021 - 2022

- Played an active role in both the technical and managerial aspects of mobile application development.
- Contributed to the development of an SEO-friendly web application using Flutter.
- Managed the Play Console to ensure the store remained up-to-date and compliant with Google Play policies.