ERGUN UĞUR GÜNER

Software Engineer

Professional Summary

Passionate software engineer specialized in Android Development with a relentless drive to learn and grow. My background in competitive football has instilled in me a strong sense of teamwork, discipline, and collaboration. As a chess enthusiast, I've developed a strategic mindset that I apply to algorithmic thinking and problem-solving. Committed to continuous self-improvement, I thrive in environments that foster creativity and innovation. I aim to stay positive, radiate positive energy to those around me, and support others' growth as much as my own.

CONTACT

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Location: Kozyatagi / Istanbul / Türkiye

SOCIALS

Medium: https://medium.com/@ergunugurguner

Linkedin: https://www.linkedin.com/in/ergunugurguner/

LeetCode: https://leetcode.com/eugurguner/

Github: https://github.com/UgurGuner

Website: https://ergunugurguner.com

EDUCATION

Yeditepe University, Istanbul, Türkiye

Computer Engineering, Bachelor of Science

Scholarship, 100% English

September 2015 - July 2021

TOOLS

- Android Studio, XCode, VSCode
- Altair (GraphQL), Postman
- Firebase
- Fastlane (CI/CD)
- Mixpanel, Amplitude
- Jira, Trello (Agile Methodology)
- OneSignal

Languages

Turkish (Native)

English (C1+)

Hobbies

Chess

Video Games

Taekwondo

Reading

Football

Basketball

Travelling

Social Activities

Professional Experience

Android Engineer, Fizbot

October 2021 - Present, Ataşehir, Istanbul - Remote

- Leveraged Android's flavor structure to develop a streamlined process for seamless switching between beta and production environments, optimizing workflows, reducing deployment complexities, and ensuring efficient application releases.
- Contributed to feature development and bug fixes in the application serving over 10k users.
- Enhanced app deployment efficiency by implementing Fastlane and GitHub Actions, enabling automated releases to production, alpha, and internal tracks which ensured that within approximately 15 minutes after a commit to the beta branch, a new version was automatically uploaded to the internal track for the QA team, significantly improving iteration cycles and feedback response times.
- Implemented a hybrid structure for UI development using Jetpack Compose alongside XML designs. Utilizing advanced Kotlin practices such as Kotlin Flows and Kotlin Coroutines to enhance development efficiency and maintainability.
- Utilized Android Studio's profiling tools to optimize app performance and memory management. Optimized app performance by 20%.
- Migrated the Android project into a multi-module application adhering to Clean Architecture with MVVM pattern. Achieved a 60% reduction in build time through Gradle caching and a version catalog for streamlined dependency management.
- Rigorously applying SOLID principles to enhance build efficiency, scalability, maintainability, and ease of feature integration, thereby accelerating development cycles and establishing a robust foundation for future agile development.

Software Engineer Intern, Vestel

August 2020 - September 2020, Istanbul - Remote

- Contributed to user interface development for Android applications, gaining insights into the company's business model and operational processes.
- Actively participated in personal development trainings, including a focused session on the use of permanent memory, enhancing technical understanding.
- Developed animations for Android and contributed to an IoT project, broadening perspective on Android development and exposing to interdisciplinary collaboration.

Technical Skills

Programming Languages

- Kotlin (Expert)
- Java (Advanced)
- Dart (Intermediate)
- C++ (Intermediate)
- Swift (Beginner)

Other

- Object Oriented Programming
- SOLID Principles
- Clean Architecture, MVVM, MVI
- Unit Testing, UI Testing
- Kotlin Coroutines, Flow, StateFlow
- Xml, Jetpack Compose
- Apollo GraphQL, REST
- CI/CD, Github Actions
- UML Diagrams

Soft Skills

Teamwork, Collaboration, Problem Solving, Communication, Time Management, Continuous Learning, Attention to Detail, Adaptability

Projects

Nuclear Note

A simple note app that users can add, update, save ,delete notes. Clean architecture with MVVM pattern, Room, CRUD, Jetpack Compose.

SongSpotter

A simple i-tunes API application. Clean Architecture with MVVM pattern. Room, Xml UI. Kotlin Coroutines, Flows and LiveData used. Dagger-Hilt For Dependency Injection. Volley for API. Glide for image loading. Smooth Splash Screen User Friendly. ViewBinding For Creating View Structure. Unit Testing.

PdfViewerCompose

A simple and efficient Pdf viewer library written in jetpack compose that has the functionality for zooming.

Courses

The Complete C Developer Course – 2018 – Udemy