EMIR PETEK
ANDROID DEVELOPER

+90 539 355 80 46
emirpetek2002@gmail.com
Istanbul, Turkey

ABOUT ME

I am a dedicated and ambitious Android developer with a passion for creating user-friendly and innovative mobile applications. Over the course of my experience, I have developed scalable and high-performing apps by applying my knowledge of Kotlin, MVVM architecture, and backend integration. My background includes projects such as a second-hand shopping platform and a Wi-Fi-based navigation system, where I adapted quickly and delivered practical solutions. I believe in continuous learning and enjoy working in collaborative environments to solve real-world challenges while enhancing my skills.

Linkedin: https://www.linkedin.com/in/emir-petek-6889411b5/
GitHub: https://github.com/EmirPetek
Personal Website: https://www.emirpetek.com

PROFESSIONAL EXPERIENCE

Mobile Application Developer   **Xenovo Management Consulting**   **Mar 2025- Present**
Istanbul, Turkey
I developed a cross-platform mobile application using Kotlin with Compose Multiplatform, targeting both Android and iOS platforms. The application followed the MVVM architecture and made use of modern technologies such as Ktor for networking, Koin for dependency injection, Jetpack Compose for UI development, Coroutines and StateFlow for asynchronous and reactive programming, DataStore for local storage, and Coil for image loading.

Throughout the project, I implemented key functionalities such as PDF viewing and downloading that work seamlessly across both platforms, and file upload capabilities supporting images and PDF files with appropriate permission handling. I also developed reusable and platform-optimized UI components to maintain consistency and reduce redundancy in the codebase. Additionally, I structured navigation and managed application state effectively across different modules to ensure a smooth and maintainable architecture.

Mobile Application Developer   **Bandırma Onyedi Eylul University**   **October 2024 – June 2025**
Bandırma, Balıkesir
I worked as a mobile application developer in the digital transformation office of Bandırma Onyedi Eylul University. I cannot give detailed information about the projects developed due to confidentiality. I completed the projects using my knowledge on topics such as **Kotlin**, **Restful**, **Coroutines**, **MVVM**, **OOP**.

Software Developer   **Webito Software Informatics Industry Trade Ltd.**   **July 2024 –Aug 2024**
Istanbul, Turkey
-      I successfully completed my Summer Internship II (2024) at this company, where I actively utilized HTML, CSS, PHP, and Kotlin to create Android apps. During this period, I developed a second-hand shopping website leveraging HTML, CSS, and PHP. Additionally, I built an Android application with WebView integration, enhancing the user experience through seamless web content display.

Android Developer   **Sporyap(Startup)**   **Mar 2024 – July 2024**

Istanbul, Turkey (Remote)

-    In this exciting startup project covering 81 different sports branches in the sport industry. I played a developer role in the development of the **Android Application**. In the tasks I have undertaken so far, I have developed User-friendly design, integrated RESTful APIs and optimized Android app performance. I used these technologies during my work: **Kotlin, MVVM, Coroutines, OOP, API, Android Design.**

Software Developer   **Webito Software Informatics Industry Trade Ltd.**   **June 2023 - Sep 2023**

Istanbul,Turkey

-    I successfully completed my Summer Internship I (2023) at this company, during which I gained hands-on experience in software development, web development, and design. Following the internship, I continued contributing to various projects until the commencement of my academic term. My work primarily involved utilizing technologies such as HTML, CSS, PHP, and Kotlin. Notably, I developed a comprehensive tennis reservation website, including its backend architecture. Also I created many Android application with WebView.

EDUCATION

Computer Science and Engineering   **Universida de Beira Interior, Covilhã, Portugal**   **Sep 2023-Feb 2024**

● Participated in the Erasmus+ program at Universida de Beira Interior, focusing on Computer Science and Engineering.

Computer Engineering(English)   **Bandirma Onyedi Eylul University, Bandirma, Balikesir**   **Aug 2020 – June-2025**

● I graduated in 2025 from Bandırma Onyedi Eylül University with a Bachelor's degree in Computer Engineering (English program), achieving a GPA of 3.12 out of 4.00.

SKILLS AND TECHNOLOGIES

● Kotlin	● Android UI/UX	● Deployment & Publishing
● MVVM	● Firebase	● Navigation Component
● LiveData & Coroutines	● Git/GitHub	● Clean Architecture
● Compose Multiplatform	● Android Lifecycle	● Koil
● RESTful API/Retrofit	● OOP	● View/DataBinding
● Java Spring Boot	● Room	● Admob

TECHNICAL PROJECTS

● **Indoor Positioning and Crowd Estimation System:** This application is my **graduation project**. Designed and implemented an Android-based system for real-time indoor localization and crowd size prediction using WiFi RSSI signals and smartphone sensors (accelerometer, gyroscope). Utilized ERLAK and Weighted Least Squares (WLS) algorithms for accurate positioning without prior calibration. Applied Random Forest and CatBoost machine learning regression models to estimate the number of people in the environment, achieving up to 93% R^2 accuracy. The mobile application was developed using Kotlin and MVVM architecture, with a focus on real-time performance and system extensibility.

● **AstroMatch**: The application is essentially a social media application. The application includes features such as person matching, messaging, post sharing, profile editing, and AI-supported person horoscope compatibility analysis. I used these technologies in this app: MVVM, ViewBinding, DataBinding, Flow, Android components, Recyclerview, Multiple language support, Retrofit, Firebase(Realtime DB, Firestore, Storage, Authentication), AI Support, Admob, Navigation Component, Permissions, Intent, Webview, SharedPreferences, OnBoarding, ViewPager2, Splash Screen, GitHub
The Github link for this project: https://github.com/EmirPetek/AstroMatch

● **WalletApp**: I developed this application to gain hands-on experience with backend technologies. The application enables users to register, create wallets, manage cards, transfer funds, make payments, and perform deposit/withdrawal transactions. For the backend, I utilized Java Spring Boot, while the Android application was built using Kotlin. MySQL served as the database solution on the backend, and SharedPreferences were used for storing small amounts of data on the Android side. The Android

application was designed following the MVVM architecture and included features such as API integration with Retrofit, Navigation, XML-based UI design, ViewBinding, and core Android components.
GitHub link for Android: https://github.com/EmirPetek/walletApp_Android
GitHub link for Backend: https://github.com/EmirPetek/wallet-api
The video from application: https://drive.google.com/file/d/1d3aXIsmkCrstPi9QrEKPkYYXfNDz-Dn-/view?usp=sharing

REFERENCE

● **Onur Gedik**(Owner of the **Webito Software Informatics Industry Trade Ltd.**). **Phone:** +90 539 703 09 56 **Mail:** info@webito.com.tr