



Ali DUMAN

Date of birth: 20/03/2001 | **Place of birth:** İstanbul, Türkiye | **Nationality:** Turkish |

Phone number: (+90) 5331448215 (Mobile) | **Email address:** alidumanyp@gmail.com | **LinkedIn:**

[alidumaan](#) | **Github:** [alidumanyp](#) | **Address:** İzmir, Türkiye (Home)

ABOUT ME

As a graduate of the Computer Engineering program, I have completed internships in different sectors, gaining hands-on experience and clarifying my goal to work as an Android developer.

I started developing Android applications using XML and Java, and later transitioned to Kotlin and Jetpack Compose to keep up with modern development standards. I'm comfortable with Git-based workflows and enjoy working in team environments where clear communication and collaboration are essential.

I approach problems with analytical thinking and a structured mindset, aiming for practical and efficient solutions. Motivated and focused, I'm ready to contribute to Android projects in a dynamic, hybrid work setting.

EDUCATION AND TRAINING

08/2021 – 06/2025 Manisa, Türkiye

BACHELOR'S DEGREE IN COMPUTER ENGINEERING (ENGLISH) Manisa Celal Bayar University

Website en.mcbu.edu.tr | **Final grade** 3.43/4.00

08/2020 – 06/2021 Manisa, Türkiye

SCHOOL OF FOREIGN LANGUAGES Manisa Celal Bayar University

Website <https://en.yabancidiller.mcbu.edu.tr/>

WORK EXPERIENCE

 **UNIVENN STARTUP STUDIO – İZMİR, TÜRKİYE**

Website <https://univenn.com/>

ANDROID DEVELOPER INTERN – 01/2025 – 06/2025

- Developed and maintained modular Android applications using Kotlin, Jetpack Compose, and XML
- Managed data flow with Apollo Client (GraphQL) leveraging Coroutines and Flow
- Implemented in-app purchase and subscription flows via RevenueCat, including dynamic paywall and balance handling
- Built persistent data layers using Room, DataStore, and SharedPreferences
- Optimized media workflows with AWS S3 integration and ExoPlayer, utilizing performance profiling and debugging tools
- Contributed to feature development and maintenance of the KitUP audiobook app and the Flux AI photo-generation application
- Provided localization and multilanguage support
- Implemented dependency injection with Hilt and image loading with Glide
- Integrated Firebase Analytics, Crashlytics, and Cloud Messaging for monitoring and user engagement
- Used Git and GitHub for version control and collaborative development
- Applied MVI and MVVM architectural patterns for scalable, maintainable code
- Applied Material Design principles and components for consistent UI/UX
- Actively participated in Agile/Scrum processes: sprint planning, daily stand-ups, and code reviews.

 **PROJECT COORDINATION APPLICATION AND RESEARCH CENTER, MANISA CELAL BAYAR UNIVERSITY – MANISA, TÜRKİYE**

Website <https://proje.mcbu.edu.tr/>

SOFTWARE DEVELOPER INTERNSHIP (NATIONAL INTERNSHIP PROGRAMME) – 07/2024 – 10/2024

Article and Project Tracking Systems were developed for use at Manisa Celal Bayar University using technologies such as PHP, HTML, CSS, Bootstrap, ASP.NET, and C#. These projects are designed to streamline and enhance the management processes of articles and projects.

 **ENM DIGITAL** – MANISA, TÜRKİYE

Website <https://enmdigital.com/>

SOFTWARE DEVELOPER INTERNSHIP – 12/2023 – 07/2024

Support was provided to the team at ENM Digital in the design and coding of products under development.

PROJECTS

03/2024 – 03/2025

Pregnancy Companion: A Social Support and Health Application for Expectant Mothers (TÜBİTAK 2209B)

I developed the “Pregnancy Companion: A Social Support and Health Application for Expectant Mothers” project, supported and funded by TÜBİTAK 2209-B. The project aims to facilitate information sharing among pregnant women, establish support networks, and raise health awareness through a mobile app that integrates social media features. I designed the UI in Canva and Figma, implemented the Android app natively with Jetpack Compose, and managed backend services using Firebase. We employed the MVVM architecture to ensure clean, maintainable code.

TümTürkçe (TÜBİTAK - 1001)

I participated in the “Designing and Developing an Integrated Language Skills–Based Learning and Teaching Process in Primary School Turkish Lessons” project, supported by TÜBİTAK-1001. In partnership with Harran University, Manisa Celal Bayar University, Eskişehir Osmangazi University, and the Ministry of National Education, the project aims to holistically develop language and cognitive skills of 4th-grade students across seven regions of Turkey. I developed two mobile applications—first in Flutter (Dart) and then in Kotlin for Android—and built the project website using HTML, CSS, PHP, and Bootstrap. I also prepared presentations and designs with Canva and Figma.

Links <https://tumturkce.com/> | <https://www.instagram.com/tumturkce/>

07/2024 – 11/2024

Fuzzy Logic - 2 (TÜBİTAK - 4005)

I served as a guide in the Fuzzy Logic 2 project, held at Gaziantep University from September 10-15, 2024, and supported for the second time by the TÜBİTAK 4005 program. This project aimed to solve real-life problems using AI-supported fuzzy logic. The program provided theoretical and practical training on artificial intelligence and fuzzy logic theory, as well as training for teachers on AI-based measurement and evaluation tools. I developed the project website using HTML, CSS, JavaScript, and Bootstrap, actively contributed to social media management, prepared necessary designs, and played an active role in budget and project management processes. Write here the description...

Links <https://fuzzylogic.mcbu.edu.tr/> | <https://www.instagram.com/fuzzylogicestu/>

12/2023 – 06/2024

STREAM It Up!-3

I served as a executive assistant in the “STREAM It Up! - 3” project, organized by Manisa Celal Bayar University and the STEM Educators Association, and supported by the U.S. Embassy. The project aimed to enhance young people's STEAM and Artificial Intelligence skills integrated with English language education. Additionally, it focused on supporting 21st-century skills such as leadership, communication, and teamwork. I actively contributed during both the online and in-person phases. My responsibilities included conducting interviews and selecting students, communicating with instructors, developing the project website using HTML, CSS, JavaScript, and Bootstrap, creating designs, planning in-person stages, managing the project budget, and providing Scratch training to students.

Link <https://stream.stemegitimciler.org/siu3/>

10/2022 – 07/2023

Innomath (Teknofest 2023)

I participated in the Teknofest 2023 Educational Technologies Competition at the University and Above Level with a project named “Innomath.” The project team consisted of 3 computer engineering students, 5 mathematics students, and 1 advisor. The aim of the project was to develop a mobile application to facilitate mathematics education for

visually and hearing-impaired primary school students. The application featured voice commands for visually impaired students, as well as visual tools and functionalities like phone-shaking for hearing-impaired students. In this project, I was responsible for the application's design, Android platform development, reporting, and testing with students. The project was managed using GitHub for version control, while Firebase was utilized for backend functionalities. The application was developed using Kotlin with XML and incorporated technologies such as WorkManager, Coroutines, Flow, Retrofit, and Room.

Link <https://github.com/alidumanyip/InnoMath>

● **SKILLS**

Android Development | Kotlin | Jetpack Compose UI Toolkit | Android Jetpack - ViewModel, DataBinding, etc | Firebase | Git | Arquitectura software (MVVM) | Java | XML | AGILE principles | SQL | GraphQL/Apollo | RevenueCat | Adapty | Clean Code, Clean Architecture, SOLID

● **REFERENCES**

Mehmet Nuri ÖĞÜT - General Manager at ENM Digital

05514061190

Link <https://enmdigital.com/>

Murat ÖDEMiŞ - Founder at Univenn Startup Studio

05349143355

Link <https://univenn.com/>