

# SADETTİN KARADAVUT

Software Developer | Mobile Developer | iOS - Android

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## SUMMARY

I focus on iOS development in the field of mobile application development, creating projects using Swift. Previously, I worked with Kotlin for Android, gaining experience in the mobile development process. I adopt best practices, modern architectural patterns, and performance-oriented development processes for the iOS ecosystem. I am a developer who is open to learning new technologies, constantly improving myself, and prioritizing user-centric solutions.

## EXPERIENCE

### Software Developer Intern

#### Uludem Information Technologies

06/2023 - 09/2023 Pendik, İstanbul

- I took part in the redesign and development process of the company's corporate website.
- Worked on the backend developed with PHP, performing API integrations, dynamic content management, and data processing.
- Developed interactive and user-friendly interfaces using JavaScript (ES6+), jQuery, and AJAX.
- Created responsive and modern UI designs using HTML5, CSS3, and Bootstrap.
- Optimized data models and improved performance while working with MySQL databases.
- Gained experience in RESTful APIs, database management (PostgreSQL, MySQL), and microservices architecture.
- Contributed to the development of corporate software solutions as part of a team working on B2B and ERP systems.
- Used Git and GitLab CI/CD for version control and automated deployment processes.

## Career Learning

### Android Kotlin Development

03/2024 - 09/2024

- I implemented data transfer between Activities and in-app navigation using Intent.
- I stored application data permanently using SharedPreferences, Room Database and SQLite.
- I processed JSON data by making HTTP requests with RESTful services and implemented API integrations with Retrofit library.
- I managed background processes using Coroutines and LiveData and increased application performance.
- I developed applications on creating user notifications and permission management at runtime.
- I checked the correctness of the code by writing unit tests and managed debugging processes with Logcat.

### iOS Swift Development

01/2024 - Present

- I understand the iOS application lifecycle and can develop applications using fundamental iOS frameworks such as UIKit and Foundation.
- I practically used essential iOS system components such as UserDefaults, NotificationCenter, AppDelegate, and SceneDelegate.
- I established RESTful API connections by working with JSON data and gained experience in data retrieval and processing using URLSession.
- I know the basics of version control systems like Git and GitHub and actively use them in my projects.
- I established the connection between the user interface and the data model in the ViewModel layer using MVVM architecture.
- I developed modular and scalable iOS applications with VIPER architecture.
- I integrated reactive programming principles into my projects using RxSwift.

## EDUCATION

Bachelor of Technology faculty in Management Information Systems  
Burdur Mehmet Akif Ersoy University | 2024 - Present

Bachelor of vocational school in Computer Programming  
Dogus University | 2021 - 2023

## PROJECTS

### Art Book Mobile App

Art book is a nice, effective and educational mobile application where users can examine the names and visuals of world-famous historical buildings.

In this project, users can select the works listed in the table view and go to the detail page, view the visuals and name information in detail. At the same time, the item deletion process can be performed from the list.

### Travel Mobile App

TravelBook is a simple but effective mobile application where users can save the places they want to visit and view their locations on the map.

This project allows users to save the names, comments and geographic coordinates of the places they want to travel to and view these places on the map. The application stores data with CoreData and performs pinning operations on the

## ACHIEVEMENTS

### Mobile Performance Improvement

I significantly increased the loading time of a mobile app module I developed by 30%.

### Innovative Interface Design

I increased in-app interactions and user feedback by 15% thanks to a new UI design that enhances the user experience.

### Team Leadership

ExperienceI worked as a team leader in a university project and ensured that a mobile application was published on time and without any problems.

### Success in User Support

I made regular updates to the applications I developed, taking into account user feedback, and achieved high satisfaction.

## SKILLS

Swift UI - UIKit Kotlin Java C# SQL  
JavaScript

## COURSES

### Android Mobile Application Development with Kotlin

I learned the basic building blocks of mobile application development using Kotlin. I implemented practical applications on interface design, user interaction and basic Android components.

### Algorithm Programming and Data Structures

I gained problem solving skills with different algorithm structures. I carried out practical studies with arrays, search-sort algorithms, conditions, loops and data structures.

## PASSIONS

### ★ Technological Innovations in Mobile Applications

I have a strong interest in technological innovations that enhance user experience and performance in mobile applications developed with Swift. My goal is to integrate efficiency, sustainability, and modern software approaches into my projects.