

MEHMET BARAN ÇELEBİ

Software Engineer | Mobile Developer | Published App Developer

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PROFESSIONAL SUMMARY

Computer Engineering graduate and software developer with a year of ERP internship experience and three applications published on Google Play. Build cross-platform mobile products with Flutter and React Native, and work on AI-enabled applications and business software. Experienced in taking products from implementation through testing and Android release.

TECHNICAL SKILLS

Mobile: Flutter, Dart, React Native, Expo, Android, cross-platform UI

Programming: JavaScript, TypeScript, Python, C, C++, Java

Services and delivery: REST APIs, JSON, Firebase, third-party SDKs, push notifications, AdMob, Google Play Console, AAB, EAS Build

Engineering: Git, GitHub, Linux, debugging, testing, performance optimization, OOP, cybersecurity fundamentals

Applied AI: LLM integration, prompt design, structured outputs; foundations in model fine-tuning, computer vision and retrieval-augmented generation (RAG)

PROFESSIONAL EXPERIENCE

Software Development Intern, ERP Systems | Spartaküs Yazılım A.Ş. | İzmir | Jun 2025 - Jun 2026

- Contributed to software development, testing and debugging in ERP-focused enterprise workflows during a year-long internship.
- Worked within modular development and maintenance processes to investigate issues and support reliable business software.

SELECTED PRODUCTS AND PROJECTS

GelinlikOS | Mobile-first bridal atelier management SaaS | gelinlikos.com

- Co-developed a web platform that brings customer records, fittings, atelier tasks, managerial approvals and delivery into one operational workflow.

Mona: AI Dating & Matchmaker | Published Android application | [Google Play](#)

- Developed and published an AI-guided dating product with conversational preference discovery, daily match recommendations, profile and chat guidance, safety features and subscription plans.

Bubble Shooter: Last Stand | Flutter/Dart | Published Android game | [Google Play](#)

- Built an endless arcade bubble shooter with power cards, daily challenges, offline play and Turkish/English localization; released with advertising and in-app purchases.

Blockivox: Echo Puzzle | Flutter/Dart | Published Android game | [Google Play](#)

- Created an original block puzzle with echo-chain scoring, multiple modes and daily challenges; delivered offline gameplay, ads and in-app purchases.

Pandemonium | Turn-based TTRPG engine and game | pandemoniumgame.net

- Developed a turn-based tabletop role-playing game and its supporting game engine.

Consiliarius | AI business consulting application

- Created an AI-based application for business consulting and decision support for companies.

EDUCATION

B.Sc. Computer Engineering | Yaşar University | İzmir | 2020 - Jun 2026

LEADERSHIP AND LANGUAGES

Workshops Lead, Software & Technology Club; Secretary & Technical Committee Officer, Computer Engineering Society. Delivered C++ OOP and Git/GitHub workshops.

Turkish: Native | English: Advanced | Japanese: Beginner | Russian: Beginner