

Erol Külüşlü
Mobile Engineer
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EDUCATION

Location

Abdullah Gul University
Major/Degree
Computer Engineering

Kayseri
Graduation Date
2025/January

SUMMARY

- Accumulated more than a year of experience as a Mobile App Developer at the International Labour Association.
- Familiar with Python, Java and Dart programming languages,
 - Knowledgeable in object-oriented programming, data structures, and algorithms.
 - Experience in developing data science projects using ML/AI algorithms, with proficiency in pandas and NumPy libraries, and integrating LLMs to enhance project capabilities.
 - I have experience in Flutter and Dart, I developed various applications using Firebase, SQLite, and Restful API with advanced animations.
 - Proficient in SQL and experienced with MySQL, having worked on multiple projects involving database design, development, and management.
 - I have actively participated in and contributed to 10+ volunteering programs in the Netherlands, Italy, Lithuania, Romania, Germany, Poland, Spain, and Bulgaria.
 - My hands-on experiences with international organizations have enhanced my ability to be an effective cross-cultural team member.
 - Exceptional ability to work in a team, to be creative and in the leading position.
 - I have long aspired to be a part of the age when significant improvement is made in the software industry

PROJECTS

GitHub: <https://github.com/erolkuluslu>

• **ILA Web Portal Mobile App**

ILA Mobile app is a cross-platform application that offers users to access to a variety of features, including the ability to apply calls and explore engaging content such as blogs, projects, and news. With a user-friendly interface and powerful functionality, our app promises to be a tool for those seeking to stay connected with the latest developments and opportunities within the ILA community.

• **Learn With Translation**

For our term project, our team collaboratively developed the "Learn with Translation" mobile app using Flutter. This application is designed to aid users in learning words across multiple languages. It features a variety of quizzes to reinforce language learning, making the process both educational and engaging. "Learn with Translation" aims to provide an interactive and effective tool for language learners, combining vocabulary building with interactive quizzes to enhance the learning experience.

• **Vet Pet**

For our term project, our team developed the "VetPet" desktop application using JavaFX and SQL. The

application is designed to assist pet owners in scheduling appointments with veterinarians easily. Additionally, it provides veterinarians with convenient access to the medical histories of the animals they treat. "VetPet" streamlines the process of managing veterinary appointments and ensures that vets can quickly review and update the health records of pets, enhancing the overall efficiency and effectiveness of veterinary care.

- **quick-AI**

This is an alpha demo showing a bot that uses Text-To-Speech, Speech-To-Text, and a language model to have a conversation with a user. This demo is set up to use Deepgram for the audio service and Groq the LLM. This demo utilizes streaming for sst and tts to speed things up.

- **Realtime AI Conversation Copilot**

This Flask app utilizes AWS S3 and Replicate for audio transcription, generating text from uploaded audio files. It also employs MistralAI to provide text suggestions based on user prompts. Simplifying audio-to-text conversion, it offers a versatile solution for text-based tasks.

- **Minimalist State Management**

This project demonstrates an efficient implementation of state management in Flutter using a service locator pattern with getIt. The primary goal is to achieve reactive code without resorting to imperative approaches like setState. The code is designed to observe changes only in the needed areas, eliminating the need to rebuilding unnecessary areas.

- **Bloc Implementation**

This project demonstrates an implementation of state management in Flutter using the Bloc and Cubit pattern. The application features a counter and a to-do list, showcasing the use of both Cubit and Bloc for managing state.

CAREER HISTORY

International Labour Association ILA

Amsterdam

Mobile application developer Internship (Hybrid)

July 2022 - Sept. 2022

- Developed ILA Mobile application, a cross-platform application that enables the organization to publish partner projects, allows users to apply to these projects, and provides features such as news reading and blogging.

International Labour Association ILA

Amsterdam

Data Science Internship (Remote)

April 2024 - June. 2024

- Data Cleaning with Pandas.
- Exploratory Data Analysis with Matplotlib and Seaborn.
- Feature Engineering using Scikit-learn.
- Machine Learning Training with various ML algorithms.
- Integrating LLM's to existing IT project to enhance the performance.

Mobile Flutter Developer – Part-Time (Remotely)

Sept. 2022 - Current

- Gained the opportunity to work abroad and experience an international environment while also learning about various cultures.
- Utilized various 25+ packages including flutter_secure_storage, get and provider during the

development phase.

- Google, Apple and Facebook login systems for convenient authentication options.
- Native splash screen for an engaging app launch experience.
- Constant internet control to ensure uninterrupted connectivity.
- Advanced filtering system for project search by topic and keyword
- Over 30 custom-designed pages for rich and diverse content.
- Custom theme implementation for a visually cohesive experience.
- Firebase notifications and email notification systems to keep users informed.
- Developed custom widgets from scratch that are pixel-perfect and align seamlessly with Figma designs, ensuring compatibility across all iOS and Android devices of various sizes, and perfectly matching the existing website design.
- Google Maps integration for displaying the location of calls and easy navigation.
- Utilized Scrum methodologies and Jira web service to track project progress and Postman for API operations.
- Enhanced user experience through techniques such as lazy load and used Provider as the state management method.

CERTIFICATIONS, VOLUNTEERING AND COURSES

• Online Python Course within the Scope of Digital World @ Schools Project

As part of the "Digital World @ Schools" project, I voluntarily conducted a Python programming course for high school students from Italy, Spain, the Netherlands, and Turkiye. This initiative aims to enhance the use of digital technology in education, fostering the development of essential digital skills and competencies necessary for the digital transformation era.

• Youth Entrepreneurial Toolkit

I participated in the Erasmus+ training course program, funded by the European Commission, as a participant of the Youth Entrepreneurial Toolkit project. Through non-formal education methods, the project aimed to develop the social and cultural entrepreneurship opportunities and skills, among the participants. During the project, I had the opportunity to learn from other participants' personal experiences as entrepreneurs, and to develop my own skills in areas such as using the business canvas model and creating shared value collaboratively.

• Media Literacy for You(Th)

I participated in an Erasmus+ Youth Exchange project called "Media literacy for you(th)" held in Kaunas, Lithuania. The project gathered participants from seven countries to raise awareness about the importance of media literacy and develop new competences in the field. Throughout the project, I learned how to use improved media skills effectively to encourage active citizenship and social and economic participation among young people, especially those with fewer opportunities. As a result, I gained a deeper understanding of the influence of mass media and the importance of media literacy, both for myself and my local community.

• Build Peace with the Masters of Thought - Kant Erasmus Mevlana

I participated the APV of KEM Youth Exchange, funded by the European Commission, as a group leader of The Netherlands team to discuss about topic and and the schedule program. Project aims to empower young people in Europe to become agents of change in promoting respect for diversity, tolerance, and human rights in their societies. Through introducing the works of Kant, Erasmus, and Mevlana, non-formal activities, and social experiments. During the project, I learned about the methods of actively fighting discrimination, non-violent communication, conflict transformation, critical thinking, and how to foster a peace culture in my local reality and Europe.

• ENVIRONMENTALity

Through my participation in the youth exchange mobility program, I learned about environmental

awareness, sustainable living, and the importance of reducing waste. I gained practical skills in producing my own cosmetics and tie-dying, as well as learned how to change my daily habits to minimize my impact on the environment. I also developed a deeper connection with nature by experiencing its beauty and importance mindfully. Furthermore, the program motivated me to become an advocate for the natural environment.

• **REACTIVATE**

The project was in Limbadi from 12 to 20 May 2022. The topic was the impact of the eco-mafia on climate change. The participant was 39 people from Italy, Netherlands, Turkey, Croatia, Cyprus, Greece, and Romania. Because the reduction of waste and the environmental impact, not only passes from advanced disposal models and eco-sustainable behaviors but also contrasts the traffic of criminal organizations.

• **Think Twice**

The primary objective of the Erasmus+ training course "Think Twice" is to enhance the digital media literacy skills of young individuals across Europe and beyond, by equipping them with the necessary tools to critically evaluate and scrutinize information, and to become more resistant and better informed against the misinformation and propaganda disseminated by mass media in the digital environment.

LANGUAGES

• **English**

• **Turkish**

Professional working proficiency

Native proficiency