



Batuhan Berk Ertekin

Software Engineer

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SUMMARY

I am a Software Engineer with 2+ years of experience developing reliable, scalable software across multiple platforms. Proficient in Java(Spring Boot), C#, Python, SQL, Swift, and Flutter, with experience in general software development. Skilled in API integration and database management. Familiar with MVVM and MVC architectures. Experienced in Unit/UI testing, Agile teams, and using Git and CI/CD for efficient workflows. Focused on clean code, performance, and user-centered solutions.

PROFESSIONAL EXPERIENCE

Software Developer Intern

VBT Yazılım A.Ş.

06/2025 – 07/2025

Ankara, Türkiye

At VBT Yazılım A.Ş., I attended a structured technical internship focused on enterprise software and system development.

- Worked with **Flutter, Swift, Java (Spring Boot), C#, .NET Core, SQL, Angular**, and **RabbitMQ**
- Practiced **Git workflows** and learned **Agile/Scrum methodologies**.
- Observed enterprise tools such as BMC Helix, BMC Discovery, and Grafana.

IOS Developer Intern

GİB Teknoloji

02/2025 – 05/2025

Ankara, Türkiye

At GİB Teknoloji, I developed and optimized **UI tests** for the GİB mobile app, which has over **10 million downloads**, using **Maestro**, enhancing my skills in **test automation, performance**, and **cross-platform consistency**.

- Developed and maintained robust **UI tests** for the GİB mobile application
- Used **Maestro** to create automated test scenarios across various platforms and devices
- Identified issues through detailed **test reports** and collaborated with the development team for resolution
- Continuously refined the testing process to boost **performance** and early bug detection
- Integrated **UI tests** into **CI/CD pipelines** to streamline deployment and ensure reliability

Software Developer Intern

Leonardo Türkiye

07/2023 – 08/2023

Ankara, Türkiye

At Leonardo Türkiye, I worked on two major projects involving real-time communication and UAV-based data collection. These projects strengthened my expertise in cross-platform development, hardware integration, and performance optimization.

Summer Intern

Leonardo Türkiye

09/2016 – 11/2016

Ankara, Türkiye

EDUCATION

Computer Engineer

Selçuk University

09/2021 – 06/2025

Konya, Türkiye

SKILLS

- Java, Python, C#, React, Swift, Flutter, MySQL
- Unit/UI Testing, MVVM, MVC, CI/CD, RESTful APIs, Git

PROJECTS

Budget Buddy

Developed an advanced iOS finance tracking app managing expenses, income, and cryptocurrencies. Built with **SwiftUI, MVVM, clean architecture, Unit/UI testing**, and **REST APIs**. Features include **budget planning** and **real-time updates**.

Real-time Audio & Video Communication App - Leonardo Türkiye

A mobile application that enables seamless real-time communication using **Flutter** and **WebRTC**.

- Implemented comprehensive **Unit** and **Integration Testing** to ensure reliability of **real-time communication**
- Designed and developed a high-performance real-time **audio** and **video calling** app
- Built a responsive and user-friendly **UI/UX** to ensure seamless **cross-platform communication**

Temperature & Humidity Measurement System for UAVs - Leonardo Türkiye

A sensor-based system for UAVs to collect and analyze real-time environmental data.

- Developed a **temperature** and **humidity measurement system** using **Arduino** and **C++**
- Integrated real-time data collection into UAVs for **aerospace applications**
- Provided critical insights for flight operations through **sensor-based analytics**