

FURKAN KURT

Software Engineer | 6+ Years in Mobility & B2B Apps

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SUMMARY

Experienced Software Engineer with 6+ years of building production-ready mobile applications across various domains including mobility, B2B services and consumer products. Strong skills in Flutter, Kotlin, Java and cross-platform UI development with Qt/QML. Experienced in designing clean architectures, creating reusable UI components, integrating native modules (JNI, platform channels), and optimizing performance for smooth, responsive user experiences.

EXPERIENCE

Software Engineer

Türkiye'nin Otomobili Girişim Grubu A.Ş. (Togg)

Feb 2025 – Present

Kocaeli, Türkiye

- Develop mobile and cross-platform applications using Flutter, Kotlin, Java and C++ across integrated Android and Qt/QML environments.
- Build modular UI components and reusable architectures to improve feature development speed and maintainability.
- Implement platform channel integrations and JNI bridges to extend Flutter functionality with native Android and system-level APIs.
- Work on performance profiling, memory optimization and debugging for complex multi-module applications.
- Collaborated across Android, Flutter and Qt/QML ecosystems to deliver consistent UI and interaction patterns.

Software Engineer

Salonkee

Jul 2023 – Jan 2025

Luxembourg, Luxembourg

- Built and maintained B2B and B2C Flutter apps for salon booking and management, focusing on multi-location management and smooth user journeys.
- Implemented Bluetooth classic printer connectivity and custom platform channels for printing receipts and tickets directly from Flutter.
- Set up and maintained CI/CD pipelines with GitHub Actions & Fastlane for reliable, automated delivery to app stores.
- Contributed to design discussions to improve usability, retention and conversion in Salonkee's mobile products.

Software Engineer

Car Rental Gateway Limited

Sep 2022 – Jul 2023

Tartu, Estonia

- Developed Liigu, a keyless rental car app using Flutter, enabling users to find, unlock and drive cars via mobile.
- Integrated with a Node.js backend and car telemetry APIs to handle reservations, access control and trip data.
- Implemented offline-aware flows and robust error handling to keep the app reliable in low-connectivity scenarios.

Software Engineer

Most Idea Software

Dec 2021 – Aug 2022

Istanbul, Türkiye

- Delivered multiple Flutter projects in different domains (e-commerce, services, internal tools) from prototype to production.
- Designed modular architectures with clear separation of concerns for easier maintenance and feature evolution.
- Collaborated with designers and QA to iterate quickly on UI, animations and bug fixes.

Field Application Engineer – Intern

Ozdisan Elektronik A. Ş.

📅 Sep 2021 – Nov 2021

📍 Istanbul, Türkiye

- Developed embedded software on KEIL for Nuvoton microcontrollers to enhance system performance and reliability.
- Assisted customers with hardware/software integration, debugging and evaluating component choices.

PROJECTS

Cross-Platform Mobile Applications

Togg

📅 2025

📍 Kocaeli, Türkiye

- Developed mobile and UI modules using Flutter, Qt/QML and native Android components.
- Implemented app installation flows, metadata handling and UI/UX refinements across multiple platforms.

Salonkee B2B & B2C Mobile Apps

Salonkee

📅 2023 – 2025

📍 Luxembourg

- Implemented features like appointment booking, calendar sync, staff management and receipt printing.
- Improved performance and perceived responsiveness with proper state management and background processing.

Liigu Keyless Rental App

Car Rental Gateway Limited

📅 2022 – 2023

📍 Tartu, Estonia

- Developed core mobile flows for booking, vehicle handover and keyless access.
- Helped design resilient flows to handle connectivity drops and edge cases in real-world usage.

MOST PROUD OF



Building production-ready apps

Shipped and maintained multiple mobile apps used by real customers in automotive, mobility and wellness domains.



Working across countries

Gained international experience by working in Türkiye, Estonia and Luxembourg, adapting to different teams, cultures and products.



Bridging Flutter, Android & Embedded

Combined Flutter, native Android, JNI and Qt/QML to deliver smooth experiences on constrained in-vehicle hardware.

STRENGTHS

Flutter & Dart

Android (Kotlin/Java)

Cross-Platform UI

Qt/QML on Embedded

Clean Architecture

Performance Tuning

Debugging & Profiling

CI/CD & Automation

SKILLS

Mobile & Frontend

- Flutter, Dart, Provider/BLoC-style patterns, various state management solutions, custom widgets and animations.

- Android SDK, Kotlin, Java, AndroidX, activity & fragment lifecycles.

Platform & Native

- JNI, Android NDK basics, and custom platform channels between Flutter and native modules.
- Qt/QML for cross-platform UI, rapid UI prototyping and embedded-style component development.

Tooling & DevOps

- Git, GitHub/GitLab, code review and branching workflows.
- CI/CD with GitHub Actions, Fastlane, Jenkins, automated build & release.
- Docker, Kubernetes, AWS, Google Cloud, Cloudflare experience.

LANGUAGES

Turkish (Native)	
English (Full Professional)	
German (Beginner)	

EDUCATION

B.E. in Electrical & Electronics Engineering

Erzincan Binali Yildirim University

2016 – 2021Erzincan, Türkiye

Senior project and coursework focused on embedded systems and electronics.

Exchange Programme in Electrical & Electronics Engineering

Politechnika Lubelska

2019 – 2020Lublin, Poland

Completed an Erasmus exchange year, gaining international academic and cultural experience.

REFEREES

Available upon request.