



Vedat BAŞBOĞA

Jr. Android Developer

Contact

- +90 546 480 4828
- vedat.basboga@hotmail.com
- <https://www.linkedin.com/in/vedatbasboga/>
- <https://github.com/vedatbasboga>
- <https://vedatbasboga.online/>

Education

- University**
Çanakkale Onsekiz Mart University — Computer Engineering (2022–2026)
- Foreign Language**
English - B2
Turkish - Native
- Certificates**
BTK Akademi — Android Development Training
Türk Traktör — Vision in Technology & Expert Development
ÇYDD - Arduino Programming Training – Instructor

Technical Skills

- Architecture & Design**
Clean Architecture, MVVM, Repository Pattern, Robot Pattern
- Programming Languages**
Kotlin (Advanced), Java (Intermediate), Python (Beginner), C# (Beginner)
- Android & UI**
Jetpack Compose, XML / View Binding, Navigation Component, Material Design 3, Animations (Lottie, Shimmer, Property Animation), Coil
- Asynchronous Programming**
Kotlin Coroutines, Flow, StateFlow, LiveData
- Dependency Injection**
Hilt
- Networking & Data Layer**
Retrofit, OkHttp, Room, DataStore, SQLite, Gson
- Test & Quality**
Espresso, JUnit4, Allure Reports, Android Test Orchestrator, Robot Pattern, Idling Resources
- CI/CD & Version Control**
Git, GitHub Actions, GitLab CI, Gradle, ADB
- Backend & Cloud**
Firebase (Firestore, Auth, Storage, FCM, Analytics, Crashlytics), RevenueCat, Google Play Games SDK, AdMob
- Authentication**
Firebase (Firestore, Auth, Storage, FCM, Analytics, Crashlytics), RevenueCat, Google Play Games SDK, AdMob
- Scheduling & Background**
WorkManager, AlarmManager

About Me

An Android Developer who enjoys solving complex problems through code, with hands-on experience in the fintech domain. While building maintainable solutions using Clean Architecture and MVVM, I turned a job offer earned through my internship performance into the start of a professional career. The endurance and discipline of marathon running and the team spirit of competitive bridge are directly reflected in both my work style and my approach to collaboration. I aim to deliver value-driven applications by blending the user-focused mindset gained from my Google Play Store projects with my enterprise software development experience.

Experience

Provision — Part-Time Junior Android Developer

Sep 2024 – Present

Developed Android software for a Mastercard Tap on Phone–certified, NFC-based contactless payment ecosystem; contributed to the live codebase of the existing product and built three applications from scratch.

Existing product

- Contributed features and improvements to the application's live (production) Android codebase; the code I developed was merged into the project after passing code review under the team lead's guidance
- Contributed to the development of payment-flow screens (amount entry, card reading, transaction result) using Kotlin, MVVM, and Clean Architecture
- Developed features independently at times; applied enterprise Android development practices, code review culture, and Git-based version control on a real fintech product

Applications I built from scratch

- SoftPOS Tester** - Designed from scratch an Android application that tests every feature of the SoftPOS payment app end-to-end using test data from the company backend; it lets customers experience and evaluate all functionality firsthand before purchasing the product. (Jetpack Compose, Kotlin, MVVM, Retrofit/OkHttp)
- Operation Center (Mobile)** - Designed from scratch a role-based Android application that lets managers, team leads, product managers, and developers track and manage task and approval steps within the pipeline management process and receive notifications for relevant actions. (Jetpack Compose, Kotlin, MVVM, Retrofit)
- Donate App** - Designed from scratch an Android application, built on commission for an organization's donation collection, that lets users select an amount and complete a card donation through an integrated payment screen. (Kotlin, XML / View Binding, payment gateway integration)

Provision — Mobile Test Automation Intern

Jul 2024 – Jul 2024

Took part in the testing processes of an NFC-based contactless payment application, establishing a test culture that had not previously existed in the team and developing an Espresso-based test automation infrastructure from scratch.

- Designed and implemented a modular Espresso-based test automation framework from scratch
- Built a scalable test structure using the Robot Pattern architecture; developed core components such as TestBase, RobotBase, and TestDataManager
- Automated payment-flow tests (including installment and single-payment) for Visa, Mastercard, and Troy card schemes
- Automated terminal lifecycle tests (provisioning, suspend, resume, delete)
- Enabled parallel test execution through Android Test Orchestrator integration and test services configuration
- Created detailed, traceable test result reports through Allure reporting integration

Projects

I have **6 active applications** published on the Google Play Store, with their full product lifecycle (development, release, updates) managed end-to-end. With **5,400+ total downloads**, the core competencies applied across these projects include:

- AI & Education:** Leitner spaced-repetition algorithm; automatic translation/phonetics/example-sentence suggestions via REST API integration (Yandex Dictionary, Free Dictionary); flip-card review interface; and daily notification scheduling (WorkManager)
- Games & Monetization:** RevenueCat subscription system, AdMob ad integration, leaderboards via Google Play Games SDK, a bot AI algorithm, and the design of an in-app store and coin/diamond economy
- Fintech & Data Management:** Offline-first data management with Room and SQLite; graphical financial reporting (daily/monthly trends) with MPAndroidChart; and JSON backup/restore and CSV export support
- Cloud & Real-Time Systems:** Real-time data synchronization with Firebase (Firestore, Auth, Storage, FCM, Crashlytics), push notifications, Google Sign-In, a friend system, and weekly/monthly leaderboard infrastructure
- Modern UI & Architecture:** Maintainable architecture with Jetpack Compose, MVVM, Clean Architecture, and Hilt; animated interfaces with Lottie, shimmer, and property animation; and role-based UI and admin panel development