

Muhammet ikbal KEKLİK

Full Stack Developer



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PROFILE

Results-driven full-stack software developer with over five years of experience in cross-platform mobile application development using Flutter. Specialized in building and debugging applications for both Android and iOS platforms, with additional proficiency in React Native. Experienced in developing backend architectures using NestJS and TypeScript. Skilled in data management with PostgreSQL and MySQL. Proficient in image processing using TensorFlow and Google ML Kit, with hands-on experience in computer vision projects on both mobile (Flutter) and desktop platforms (Python). Committed to writing modular, maintainable code by adhering to SOLID principles.

WORK EXPERIENCE

Mobile App Developer

Top Tier Engineering
2024-present

- I complete projects on a fixed-price and hourly basis through freelance platforms. My achievements can be reviewed through the feedback on my profile.
- [Upwork Profile](#)
<https://www.upwork.com/freelancers/~014593725352103d0a>
- [Github Profile](#)
<https://github.com/muhammetikbalkeklik>

Ministry of National Education

- 300-Hour .NET Visual Programming Course - 2010

EDUCATION

Anadolu University

- Computer Programming (Associate Degree) (2023 - 2025)
- Public Administration (Bachelor's Degree) (2018 - 2022)

Kadri Şaman M.T.S.O High School

Web Programming (2009 - 2013)

COURSES

UDEMY

- 92-Hour "From Zero to the Top: Mobile App Development with Flutter" Course (Emre Altunbilek - 2024)
- 19-Hour "NestJS: The Complete Developer's Guide" Course (Stephen GRİDER - 2025)

WORK EXPERIENCE

Full Stack Developer at Harmonia Kids

- I am using Flutter for the mobile side of the Harmonia Kids project, and for the backend, I am working with NestJS and TypeScript. For the data, I am using PostgreSQL. I am managing this project on my own, handling both the mobile side and the backend myself. The project will soon be published on the iOS and Play Store app stores. I have been actively working on this project since March 2025.

Mobile App Developer at Snapp Ink Face

- This open-source project processes image files. I was responsible for the mobile side of the project. Using GET and POST methods, I established the connection and data exchange between the mobile application and the server, which serves as the project's API source, by implementing the MVC architecture on the mobile side.

<https://github.com/muhammetikbalkeklik/snapp-ink-face>

Offline Face Recognition with TensorFlow and Google ML Kit

- A privacy-focused, offline face recognition system built with TensorFlow and Google ML Kit. It enables real-time face detection and recognition without needing an internet connection, ensuring fast performance and secure data processing.

Intelligent Face Recognition and Analysis System

- This project presents an advanced real-time face recognition and analysis system built with Python using DeepFace and TensorFlow. Thanks to its GPU-optimized architecture, it quickly performs age, gender, and emotion detection. It's a smart tracking solution that counts individuals by identifying recurring faces through unique UUID assignments and dynamic thresholding, while continuously updating the characteristics of recognized faces.

Neural Fusion LTD (United Kingdom – Remote work via Upwork)

2024 October 26- 2025 April 01 (120 Hours)

- In my previous role, I was responsible for fixing issues in our mobile application, which integrated various AI tools. I also handled Firebase, cloud, and web API integrations for each new client. Additionally, I customized the applications based on client requirements and published them on app stores.

The Globby (Turkey– Remote work via Upwork)

Feb 14, 2025 - Mar 8, 2025 (20 Hours)

- This project was a Flutter Flow project that worked with Supabase, focused on international trade and assisting with target markets. However, the project encountered issues during store reviews on Flutter Flow and required native interventions. Additionally, mobile consultation was needed for the project. I provided consultation until the project was published and for a specific strategy. The project is now live on the stores.

