

I'm Mert Türedü, a dedicated and ambitious Senior iOS Developer with over six years of experience in building high-performance apps. My expertise in Swift, Objective-C, and architectural patterns like MVVM and VIPER allows me to develop scalable, maintainable applications. I've led teams, optimized performance using CI/CD pipelines, and ensured seamless user experiences. I'm passionate about problem-solving and writing clean, efficient code, always eager to learn and adapt to new technologies. Whether it's AI, blockchain, or the latest frameworks, I'm driven by innovation and consistently aim to deliver top-quality results that align with business and user needs.



CAPABILITIES

I possess deep knowledge and proficiency in [Objective-C](#), [Swift](#), [SwiftUI](#), and [UIKit](#) for [iOS](#), [macOS](#), [iPadOS](#), [watchOS](#), and [visionOS](#), mastering object-oriented programming while seamlessly integrating [CI/CD pipelines](#) and [UI/UX design](#) for efficient development workflows.

Proficient in Agile, Scrum, and Kanban methodologies, I follow [Clean Code Architecture](#) and [SOLID principles](#) for robust applications, with skills in [debugging](#), [performance analysis](#), and expertise in [MVC](#), [MVVM](#), [MVVM-C](#), and [VIPER](#) architecture.

I excel in problem-solving, adhere to [Apple Human Interface Guidelines \(HIG\)](#), have professional experience in Swift, and am proficient in Flutter for Android; I also have an interest in AI applications using [PyTorch](#) and [TensorFlow](#).

I have professionally integrated services like [Adjust](#), [OneSignal](#), [RevenueCat](#), [Adapty](#), [Appsflyer](#), [Firebase](#), [Google Analytics](#), [Crashlytics](#), [Stripe](#), [Mixpanel](#), and [Twilio](#), and have experience with frameworks such as [StoreKit](#), [Metal](#), [AVFoundation](#), [Core Image](#), [Kingfisher](#), [Lottie](#), [AVFoundation](#), [RxSwift](#), [Core Animation](#), and [Core Data](#).

I have mastered version control with [Git](#) and [GitFlow](#), along with expertise in GitHub repositories and project management tools like [JIRA](#), [Trello](#), [Asana](#), [Notion](#), and [GitHub/GitLab](#), while being efficient in automation and code quality tools such as [Fastlane](#), [LambdaTest](#), [SwiftLint](#), and [Jenkins](#).

I possess in-depth knowledge of [HTTPS](#), [RESTful APIs](#), [gRPC](#), [XML protocols](#), and [WebSocket](#), along with experience in [SQL-integrated](#) systems like [MySQL](#), [Oracle](#), [SQL Server](#), and [SQLite](#), as well as [MongoDB](#).



SCHOOL & COURSE

High School: [Sevkiye Ozel Science High School](#)
University: [Near East University](#)

Harvard University Introduction CS50x

- Computer Science and Mobile Apps
- Computer Science for Artificial Intelligence Professional

Hacking with Swift

- Everything related to Swift and SwiftUI.
 - 100 Days of SwiftUI
 - 100 Days of Swift

Big Mountain Studio Books

[SwiftUI Views Quick Start Book](#)
[SwiftUI Views Mastery Book](#)
[Working with Data in SwiftUI Book](#)
[Essential SwiftUI Animations Book](#)
[Combine Mastery In SwiftUI Book](#)

The Ray Wenderlich/Kodeco

- iOS and SwiftUI & UIKit for Advanced
 - Advanced SwiftUI Techniques
 - Mastering UIKit for Complex User Interfaces
 - State Management in SwiftUI
- Data and Networking
 - Core Data Essentials
 - Networking with URLSession

InterviewCake

- Algorithmic Thinking & Programatic
 - Big O Notation and Time Complexity
 - Common Data Structures and Their Applications
 - Problem Solving Patterns for Coding Interviews

Udemy Courses

- iOS 17 & Swift 5: Beginner to Advanced Mobile App
- iOS & Swift - The Complete iOS App Development Bootcamp



MY WORKS

Aiachy (Social Media web3 App)

I'd like to introduce Aiachy, a Web3 social media app integrated with cryptocurrency. It features an AI-powered environment that guides users on how to shape their day and life. Aiachy also fosters connections, enabling users to meet and build meaningful relationships, offering a fresh approach to social interaction in the digital world. Development is ongoing, and I look forward to sharing it soon!

Crafting Cash with iOS Development (Udemy Course)

This course will cover iOS development fundamentals and Swift, focusing on strategies to monetize your skills in the industry. The video recording is still in progress, and I look forward to sharing this valuable content with everyone soon. Stay tuned for an engaging learning experience!



EXPERIENCE

BOBY.AI – Lead iOS Developer Remote

7 months
2024 Apr - 2024 Oct

I developed three AI-related applications and led a team of three iOS developers to achieve specific goals efficiently, enhancing application performance for smoother operation. I set an example in code organization and taught my team to write professional code. Additionally, I have experience in analytics, A/B testing, remote configuration, debugging, and using Firestore in Firebase.

MOSEIKI – Lead iOS Developer Remote

4 months
2024 Jan - 2024 Apr

I quickly learned and implemented Google gRPC technology, making improvements to a social media application. Additionally, I designed, developed algorithms, and completed the backend for 450 pages in a short timeframe. I also created a crypto-related application involving NFTs, developing its logic and adding various enhancements.

SUPAFO – CTO / Lead iOS Developer Remote

5 months
2023 Sep - 2023 Jan

I led a six-member iOS team using Scrum and Agile methodologies. I developed Swift software with SwiftUI and UIKit, applying MVVM-C and SOLID principles for optimized apps. In a shopping application project, I prioritized user experience and maintained effective communication with stakeholders. My knowledge of Android and backend software facilitated coordination with the CTO while collaborating on tasks via Jira.

PAYWOOW – Senior iOS Developer Remote

9 months
2023 Jan - 2023 Sep

I addressed Trello issues by refactoring code and fixing previous errors, then committed the final TestFlight version to GitHub. Collaborating with Android and design teams, I enhanced performance using Core Data, CocoaPods, and Firebase. Leveraging my project experience, I improved ongoing software through debugging and performance analysis, simplifying the SwiftUI project within the Agile and Scrum framework.

CREWL – Mid iOS Developer Remote

8 months
2022 Jun - 2023 Jan

I developed software in Swift using SwiftUI and UIKit, applying MVVM and SOLID principles. Leveraging CI/CD for scalability, I tested through TestFlight and Fastlane. I designed UI/UX in Figma, integrated SDKs and frameworks like Combine and Firebase, and maintained clean code with SwiftLint in Xcode. My expertise in Agile and Scrum improved communication for swift bug resolution and optimized applications.

TOOF AUDIO – Mid iOS Developer Remote

6 months
2022 Jan - 2022 Jun

I leveraged WebSocket on iOS for high-performance Wi-Fi connectivity, integrating it with AVFoundation for stable media streaming. The built-in music player provided exceptional sound quality, along with a feature for live radio streaming. By utilizing Firebase, the app stored dynamic content and user data in the cloud, enhancing both performance and security.

CRYPTO PRO – Mid iOS Developer Remote

6 months
2021 Jul - 2021 Dec

I created an iOS crypto app using HTTPS RESTful APIs, incorporating XML and SQL for robust data management. I added watchOS features for live stock market updates, significantly boosting user engagement. Security was ensured through SSL/TLS, and I optimized the UI/UX for a user-friendly experience.

GREENTOMATOMEDIA – Junior iOS Developer Remote

10 months
2020 Oct - 2021 Jul

Integrating StoreKit enhanced the iPad app with in-app purchases and efficient RESTful API communication. We improved performance and maintainability using advanced algorithms and MVVM architecture. CI/CD facilitated fast deployments, while Agile and Scrum provided flexibility, ensuring early error detection through rigorous revisions and peer reviews.

RATEL – Intern - Juinor Swift Developer On-Site

2 years 4 months.
2018 Feb - 2020 Jul

I am skilled in object-oriented programming for devices like iPhone and iPad, specializing in shopping, social media, and music applications, having completed over 20 projects. Adhering to Apple's standards, I developed professional UI/UX and prepared apps for the App Store. I have mastered Clean Architecture, data structures, and design patterns.

FREELANCER

more than 6 years.
2018 Oct - Present

I have extensive experience in object-oriented programming on iPhone, iPad, and Mac, with over 40 freelance projects in shopping, social media, and entertainment. I developed professional UI and UX according to Apple's Publishing Protocols and prepared apps for App Store submission, with expertise in Clean Architecture, Data Structures, and Design Patterns.



BUILT SOME IOS APP

AI Song Generator [Go App store](#)

At Bobby.AI, I developed an AI music app that turns images into unique songs and lyrics across genres. Optimized for high performance, it allows users to easily explore creative music-making with a smooth, versatile experience.

TRT Çocuk Mobile [Go Site](#)

At Ratel, I developed the TRT Çocuk Mobile app, creating a safe, educational, and fun digital space for kids, with optimized performance and engaging content.

Crypto Pro: Live Coin Tracker [Go App store](#)

At Crypto Inc., I developed a streamlined crypto tracking app for real-time asset prices and market insights, optimizing performance for seamless user experience and reliable financial tracking.

Truth or Dare? Dirty [Go App store](#)

At GreenTomatoMedia, I developed the Truth or Dare Dirty Party app, delivering a fun and interactive party game experience for adults with optimized performance for smooth gameplay.