Mert Türedü

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Mert Türedü is an accomplished Senior iOS Developer with over six years of experience crafting sophisticated applications within the Apple ecosystem. With deep expertise in Swift, Objective-C, and strong knowledge of Agile methodologies, Mert excels at leading development teams to deliver high-quality, scalable, and maintainable applications. He has a proven track record in both app performance optimization and clean architecture, utilizing various design patterns (such as MVVM, VIPER) and CI/CD pipelines. Mert's commitment to ongoing learning keeps him adept with cutting-edge technologies, enabling him to drive complex projects to completion while fostering collaboration and mentorship within his teams.

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, Asena, 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 – 2024 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 Boby.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.

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.

TRT Cocuk 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.

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.