Buğra Kaan Sağlam

Nationality: Turkish   **Date of birth:** 11/11/1996   📞 **Phone number:** (+90) 5399298008

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📍 **Home:** Söğütözü Mah. 2164 Sok., 06510 ÇANKAYA (Türkiye)

ABOUT ME

Sole front-end engineer building cross-platform mobile apps with .NET MAUI and Flutter. Delivered two enterprise healthcare inventory apps end-to-end **and shipped two individual apps**; built data-heavy UIs, barcode/QR (Camera2, ZXing), and client-side auth; managed store releases (Google Play / App Store). Focused on performance and UX.

WORK EXPERIENCE

🏢 *CAVAMED ANONIM ŞİRKETİ* – Istanbul, Türkiye

City: Istanbul | **Country:** Türkiye
Mobile application developer

[21/12/2022 – Current]

- **Sole front-end engineer** for two enterprise mobile apps (**CAVAMED**, **ERPIMUS**) in healthcare inventory & warehouse operations (.NET **MAUI**).
- Designed front-end architecture; built **data-heavy UIs** with DevExpress (DataForm/DataGrid), advanced filtering, card/ detail views, reusable popup patterns.
- Implemented **QR/Barcode** capture with fast focus & small-code readability; tuned the camera pipeline for real-world lighting/device conditions.
- Integrated **client-side authentication/session** and **role-based UI**; aligned with healthcare-grade privacy expectations.
- Drove **performance** gains via view virtualization, caching and payload reduction; improved load times and stability at scale.
- Managed **front-end release** workflows end-to-end: signing, CI steps, SDK/API upgrades, **Google Play / App Store / Huawei AppGallery** submissions.

SKILLS

Languages & Frameworks

Flutter(Dart) / C#/.NET ecosystem (MAUI, Xamarin.Forms, WPF/WinUI, WinForms / DevExpress MAUI

Architecture & Integrations

Software architecture / RESTful APIs / RBAC & client-side auth / Software design (design patterns) / Barcode/QR/DataMatrix (ZXing.Net.MAUI, Camera2) / Deep linking · Push notifications (FCM, CloudKit) / Supabase (PostgreSQL), SignalR / Continuous integration / Continuous delivery (CI/CD)

DevOps & Delivery

Unit testing · Performance optimisation / Version control systems (Git) / Software process improvement (SPICE) / Mobile release & stores (Play Console, App Store Connect, AppGallery)

Mobile Engineering (Core)

Mobile application development / Android, IOS development / UI/ UX

EDUCATION AND TRAINING

Bachelor of Science (BSc) in Biomedical Engineering
TOBB University of Economics and Technology (TOBB ETÜ)

City: Ankara | **Country:** Türkiye | **Website:** https://www.etu.edu.tr/en

PROJECTS

[Current]

Mice and Paws: Cat Game Sole front-end developer of a cat-interaction mobile game built end-to-end in Flutter (+ Flame).Implemented 60-FPS animated sprites, collision & hit-testing, sound FX, and a structured asset pipeline. Added Google Mobile Ads,polished UI transitions, and offline-friendly loops. Prepared Play/App Store deliverables (bundle IDs, icons, privacy labels, buildconfigs) and ran internal testing.

Links: https://github.com/BugraKaanSaglam/game_for_cats_flutter | https://apps.apple.com/us/app/mice-and-paws-cat-game/
| https://play.google.com/store/apps/details?id=com.mice_and_paws_cat_game

[Current]

What Should I Eat Today Personal recipe-sharing app developed solo with Flutter + Supabase. Built data-dense, animated UI; TR/EN localization; favorites and image caching. Implemented deep links (App/Universal Links, Branch/Firebase-compatible) andGoogle Mobile Ads. Used Supabase (Postgres). Prepared iOS/Android release artifacts and ran closed testing.

Links: https://apps.apple.com/us/app/what-should-i-eat-today/id6741708205 | https://play.google.com/store/apps/details?id=com.whatshouldieattoday.mobile