Cagri Aydin

Senior Flutter Developer · Izmir, Turkey

Professional Summary

Senior Flutter Developer with 10+ years of software development experience, including 5+ years building high-quality mobile apps with Flutter. Skilled in crafting pixel-perfect, scalable applications using clean architecture, modular design, and CI/CD best practices. Strong communicator and proactive team player in remote-first environments, with a passion for continuous learning and modern development trends such as AI integration.

Experience

Square1, Dublin, Ireland (Remote)
Flutter Developer • Nov 2020 – Present

- Developed and maintained multiple end-to-end Flutter applications, including **Kids Radio+**, **Business Post**, **SAYTV**, **CPL Chat**, and **St Pat's FC**.
- Integrated **REST APIs**, **Firebase services**, **Bloc**, and **Provider**; implemented CI/CD pipelines using **Codemagic**.
- Improved performance and code quality through **refactoring**, **testing**, and **code reviews** — supporting production apps with **100K+ users**.
- Collaborated within **agile**, cross-functional teams, working closely with designers and backend engineers; mentored junior developers via pair programming and **documentation**.

Appliquette, Adelaide, Australia (Remote)
Flutter Developer • Mar 2021 – Aug 2021

- Contributed to the Flutter development of the **Picket** app, focusing on **state management** and **UI improvements** in collaboration with the core team.
- Delivered responsive UI components and refined UX across key screens for **10K+ users**, integrating with a centralized **backend API**.

LOGO Business Solutions, Istanbul, Turkey
Senior Software Engineer • Jan 2019 – Nov 2020

- Developed and maintained enterprise-grade **HR mobile applications** for corporate clients using **Flutter**, **Ionic**, **.NET**, and **SQL**, covering both frontend and backend.
- Delivered responsive UI/UX, scalable APIs, and CI/CD pipelines with **Jenkins**, supporting HR digital transformation for apps used by **thousands of users**.

Software Engineer • Nov 2015 – Dec 2018

- Worked as a **Full Stack Developer** in the .NET team, building and maintaining enterprise web applications using **.NET**, **Angular**, **JavaScript**, and **SQL**.
- Built responsive UIs with **Bootstrap**, developed backend services, and optimized performance and data integrity using **Telerik** components.

Projects

Kids Radio+
A mobile app for children featuring educational videos, audiobooks, and live radio — designed to provide a safe and engaging experience.

- Implemented audio/video playback, live radio streaming, push notifications, and encrypted offline content support using Flutter and Firebase.
- Fetched content from a custom backend and integrated media delivery with JW Player.

The Business Post
Mobile app for Ireland's leading business and finance publication, offering live news, in-depth analysis, and expert insights for professionals and decision-makers.

- Built key features such as news feed, e-reader, and offline access with Flutter.
- Integrated ads, managed push notifications and analytics via backend APIs.

SAYTV
Fan-focused mobile platform that connects sports clubs, supporters, and sponsors through interactive, sponsor-ready content — enhancing engagement and unlocking new revenue streams.

- Developed core modules using Flutter and Firebase: live video (Wowza), audio streaming, MP4 playback, live chat, and push notifications.
- Integrated social login (Apple/Google/Facebook), in-app purchases (subscriptions & Saybucks), deep linking, user profiles, and REST APIs.

CPL Chat
White-label mobile app built on the SAYTV platform, developed for the Caribbean Premier League (CPL) to engage fans with real-time chat, interactive content, and live match streaming.

- Customized SAYTV for the CPL with branded UI, live video/audio streaming, match-day chat, and push notifications.
- Implemented social login, deep linking, user profiles, and in-app purchases (subscriptions & coins) using Firebase and REST APIs.

St Pat's FC
White-label mobile app built on the SAYTV platform for St Patrick's Athletic Football Club to connect with fans via match-day content, chat, and streaming.

- Adapted SAYTV to deliver club-branded UI, live video/audio via Wowza, match-day chat, push notifications, and social login.
- Included deep linking, user profiles, and in-app purchases (subscriptions & coins) through Firebase and REST APIs.

Picket
Mobile app designed to help families organize tasks, schedules, and household responsibilities in one place — simplifying daily life through smart planning.

- Developed UI screens and implemented state management using Flutter.
- Contributed to navigation, responsive layouts, and local data handling, integrating with a centralized backend API.

Education

Izmir University, Izmir, Turkey
B.Eng., Software Engineering • 2011 – 2016

Technical Skills

- **Languages & Frameworks:** Dart, Flutter

- **State Management:** Bloc, Cubit, Provider, Riverpod

- **Mobile Development:** Firebase (Auth, Firestore, Messaging, Remote Config), Push Notifications, In-App Purchases, Offline-first, Deep Linking, Background Audio, Live Streaming, App Lifecycle Management

- **APIs & Auth:** REST APIs, GraphQL, Social Login (Apple, Google, Facebook), OAuth2, Custom Token Auth, Secure Token Storage, Error Handling

- **CI/CD & Tooling:** Git, GitHub Actions, Codemagic, Fastlane, Firebase App Distribution, TestFlight

- **Data Storage:** Hive, SQLite, SharedPreferences, Secure Storage, Local Caching, Encryption

- **Testing:** Unit, Widget & Integration Testing

- **Internationalization:** Localization (l10n), Internationalization (i18n)

- **Other:** AdMob (Google Mobile Ads), Animations, Analytics & Crash Reporting, App Store & Play Store Deployment, Feature Flags, Basic Native Android/iOS

- **Collaboration & Tools:** Jira, Figma, Slack, Notion, Trello, Basecamp, InVision

Languages

Turkish: Native
English: Professional Working Proficiency

Contact Information

Portfolio: cagriaydin.github.io
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