

# Deniz Aydemir

[deniz@aydemir.us](mailto:deniz@aydemir.us)

(919) 949-8699

<https://daydemir.github.io>

I have a deep desire to build beautiful, impactful products. I always hope to be part of a team where I can challenge myself creatively and work towards improving the lives of others, whether it be through social impact or through user experience.

## Technical

|                      |   |
|----------------------|---|
| Languages (Years)    | Objective-C (3), Java (3), C (2), HTML/CSS (2), Javascript (1), Python (<1) |
| Tools and Frameworks | Xcode, Facebook API, Twitter API, Instruments, Git, Eclipse, XCTest         |

## Work

### Chatous Inc., iOS and Product Management, San Francisco, CA (June 2014 – Present)

Employee number three at Chatous Inc., a ten person company that develops the apps Kiwi and Chatous. My time is spent developing for iOS (one of two iOS developers) and managing overall product development, especially on the front-end and UX.

**Kiwi iOS:** Leading development for Kiwi on iOS. Built product from ground up starting in February 2015, and has grown to over a million users on iOS since launch in mid March. Kiwi has 500,000 daily active users on iOS. Reached Number 1 overall app in Brazil in late March. Additionally, developed Facebook, Twitter, and various ad network integrations.

**Chatous iOS:** One of two iOS developers working on Chatous. Worked extensively on many aspects of product involving UI, server interaction (web socket, API calls), and data management. Team implemented WebRTC video chat feature. Chatous has over 40,000 daily active users on iOS.

**Product:** Role as Product Manager involves influencing design and managing feature decisions. I push for iterating constantly on the user interface and keeping in mind the priority of providing a service that is beautiful and amazing. I work to not only optimize how the user interacts with the product features, but also innovate how people use these features both aesthetically and experientially.

### IBM Sametime Meetings iOS, Austin, TX (July 2013 – June 2014)

Native iOS development as part of 5 person team. Created Coachmarks framework to be used by multiple IBM iOS teams. Named lead iOS developer on IBM Whiteboard project. Worked on implementation of audio-video conferencing capabilities. Worked on building iOS 7 UI including Auto Layout transition. Aided adoption of continuous integration practices. Chosen for IBM Verse iOS team.

### Mashic – Start-up Web Application

Lightspeed Venture Partners, Palo Alto, CA (June – August 2012)

### Telenity IT Intern

Istanbul, Turkey (June – August 2011)

## Projects

### iPad Game for Visually Impaired Children (Spring 2013)

Led team of 3 to develop an iPad game designed for visually impaired children. Involved matching cards using sounds, words, and math problems. Ensured compatibility with iOS' Voiceover functionality. Self-taught iOS development using course from Stanford.

### Learning Track (Spring 2013)

Worked with teammate to explore opportunities in massive open online course education.

### Student Body President Campaign Web Manager (2010-2013)

Creation and design of three UNC Student Body President campaign websites. Self-taught HTML, CSS, Javascript.

## Education

### University of North Carolina at Chapel Hill

B.S. Computer Science, Philosophy  
Honors | Dean's List (all semesters)

Minor, Music (Cello)  
Titles | Student Government Executive Assistant

May, 2013

### University College London

Computer Science Exchange Program

Fall 2011

### Durham Academy Upper School

June, 2009

Honors | Medal for Excellence in Academics, Arts, Athletics; Presidential Scholarship to Swarthmore College.

Titles | Class President (11<sup>th</sup> grade); Varsity Basketball Captain (12<sup>th</sup> grade).