

IBRAHIM BERAT KAYA

Software Developer

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in ibrahim-berat-kaya

iberatkaya

Portfolio

EXPERIENCE

Mobile Engineer II

Sezzle

07/2021 - Present, Full Time

Minneapolis, MN, USA

- Part of the **Mobile Core** team. Responsible for app releases, CI/CD, code reviews, and testing.
- Developing the Sezzle app with React Native, TypeScript, Redux, and Redux Sagas. The Sezzle app is available on the [App Store](#) and [Play Store](#).

Co-Founder & Software Developer

Sponty

09/2020 - Present, Full Time

Istanbul, Turkey

- One of the founding members of *Sponty*. Developed with Flutter, React.js, Firebase, Google Cloud, Node.js, TypeScript, Bloc, and fastlane.
- Sponty* is a social media platform that lets people with similar interests organize and join spontaneous events. *Sponty* is available on the [App Store](#) and the [Play Store](#).

Software Developer

GMC Teknoloji

06/2020 - 11/2020, Part Time

Istanbul, Turkey

- Developed *UniPubs* with Flutter, React.js, Firebase, Node.js, Redux, and TypeScript. Integrated *iyzico* as a payment service.
- UniPubs* is an app where students or stationery stores can upload study notes. The uploaded study notes are then sold to users on a marketplace. *UniPubs* is available on the [App Store](#), [Play Store](#), and as a [web app](#).

Mobile Application Developer

Nacsoft

06/2019 - 01/2020, Part Time

Kocaeli, Turkey

- Developed a receipt scanner mobile app named *i-expense* with React Native and Redux. Used Google Cloud Vision to scan receipts and developed an algorithm to parse the receipts. *i-expense* available at the [Play Store](#) and [App Store](#).

PROJECTS

Git Watch

03/2021

- Git Watch is an open source GitHub client app for watchOS. It is a SwiftUI app that uses GitHub's REST API and OAuth authentication. Users can browse repositories, commits, PR's, issues, other users, and organizations.
- [App](#) - [GitHub](#)

Playify

08/2020

- Playify is an open-source Flutter Plugin that plays music and fetches music metadata using iOS's Media Player Framework. Also developed a iOS music player app also named Playify using this plugin. Developed with Swift, Dart, and Flutter.
- [pub.dev](#) - [iOS App](#) - [GitHub](#)

ACHIEVEMENTS

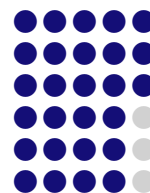
- Won Apple's WWDC21 Swift Student Challenge with my project *Music Theory and Math*.

TECHNICAL SKILLS



PROGRAMMING

TypeScript
JavaScript
Swift
Python
C++
C



EDUCATION

Computer Engineering

Istanbul Technical University

GPA: 3.38

2017 - 2021

Istanbul, Turkey

- Took courses about System Programming, Data Structures, Analysis of Algorithms, OOP, Operating Systems, Database Systems, and Functional Programming.

ACTIVITIES

- Gave an 6 week "Introduction to React Native" course at ITU ACM Student Chapter.
- Worked at [SiMiT Lab](#) as an Undergraduate Researcher.

LANGUAGES

- English - Native
- Turkish - Fluent

HOBBIES

- Playing the guitar.
- Playing the keyboard.