IBRAHIM BERAT KAYA

Software Developer

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Portfolio

Authorized to work for any US employer.

EXPERIENCE

Junior Mobile Developer

Sezzle

1 07/2021 - Present, Full Time

Minneapolis, MN, USA

• Developing the Sezzle app with React Native, TypeScript, and Redux.

Co-Founder & Software Developer

Sponty

09/2020 - Present, Full Time

- 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

- 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

- ♥ 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

6 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.
- iOS App GitHub

Playify

- 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

TECHNICAL SKILLS



PROGRAMMING

TypeScript
JavaScript
Swift
Python
C++
C

EDUCATION

Computer Engineering Istanbul Technical University GPA: 3.38

2017 - 2021

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

ACHIEVEMENTS

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

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.