

# Musa SAHIN

## SENIOR SOFTWARE ENGINEER

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### PROFESSIONAL SUMMARY

Software Engineer with 9 years of experience. Primary focus on **Flutter (7 years)** and **NestJS (2 years)**, with additional practical experience in native **iOS (Swift)**, **Android (Kotlin)**, and **React Native**. Experienced in building scalable architectures, implementing mobile security standards, and establishing automated testing workflows through **TDD & Clean Architecture**. Specialized in **FinTech**, **Geomatics**, **E-commerce**, **Education**, and **Gaming** domains. Conducted thesis research on **NLP** (Natural Language Processing) and actively leverages specific **AI tools** to accelerate development life-cycles. Practices Test-Driven Development (TDD) and follows clean code principles to maintain high software quality.

### WORK EXPERIENCE

- Senior Mobile Developer** | [Orion Innovation](#) (Edison, NJ - USA | Remote) Oct 2024 - Present
- Developing [HuntStand](#), a cross-platform (Mobile & Web) application for Hunting and Land Management using Flutter.
  - Utilizing **Generative AI tools** to optimize code quality, automate refactoring, and accelerate feature implementation.
  - Updated the internal **MapSDK** to improve geospatial rendering performance across multiple products.
  - Implemented **Test-Driven Development (TDD)** workflows, addressing technical debt in legacy modules.
  - Conducting code reviews and mentoring team members on modular architecture and state management.
- Software Developer** | [Engineerica Inc](#) (Oviedo, FL - USA | Remote) Jul 2023 - Oct 2025
- Developed and maintained [AccuBus](#), a mobile application for monitoring state school bus logistics.
  - Integrated **AI-assisted workflows** in the development process to enhance problem-solving speed and efficient code documentation.
  - Rewrote the [iAccu](#) attendance mobile and kiosk application in Flutter for cross-platform support.
  - Contributed to the [Accudemia](#) academic center management system using native Swift and Kotlin.
  - Developed [AccuKiosk](#), a lightweight version of the attendance tracking system.
  - Built [AccuClass](#), a class management and scheduling application.
  - Implemented [My Conference Planner](#) for event scheduling and resource management.
- Software Developer & Product Manager** | [Optimus Bilişim](#) (Istanbul, Turkiye) Jan 2024 - Aug 2024
- Architected white-label stock trading applications and SDKs used by multiple financial institutions (e.g., [Meksa Mobile](#)).
  - Refactored legacy codebases to improve architectural modularity and maintainability.
  - Implemented security measures to meet penetration testing requirements for financial software.
  - Managed the complete application rewrite to resolve performance issues.
- Software Developer & Team Lead** | [Innovance](#) / Oyak Yatırım (Istanbul, Turkiye) Mar 2023 - Jan 2024
- Led the mobile development team for the [Oyak Finance Trader](#) application.
  - Established architectural standards and managed the release pipeline for the Flutter codebase.
- Full Stack Software Developer** | [Nakit Yok](#) (Ukraine | Antalya, Turkiye) Mar 2023 - Mar 2024
- Developed [NOSH](#), a food ordering and payment mobile application using Flutter.
  - Built the backend infrastructure using **NestJS** and **PostgreSQL**.
- Software Developer** | [Aymar Tech](#) (Istanbul, Turkiye) Jul 2022 - Mar 2023
- Led the implementation of "Untangible", an NFT marketplace and Web3-integrated game platform using **React Native** and **Flutter**.
  - Integrated Web3 wallets and smart contract interactions within both React Native and Flutter environments.
- Flutter Engineer** | [United Software / Wio Bank](#) (Ukraine | UAE | Remote) Apr 2022 - Feb 2023
- Contributed to developing both the **Web** and **Mobile** versions of [Wio Business](#), a digital banking application.
  - Collaborated with distributed teams to ensure banking compliance and security.
- Principal Mobile Specialist** | [Etiya Information Technologies](#) (Istanbul, Turkiye) Feb 2022 - Apr 2022
- Led development of the [Trumore Super App](#) (Official App for [Togg Car](#)) using Flutter.
  - Implemented features to meet automotive industry performance standards.
- Software Developer & Team Lead** | [DOP](#) (Istanbul, Turkiye) Oct 2021 - Feb 2022
- Led mobile development team for [Siparişim](#) and [Restoran İşim Mobil](#) applications.
  - Implemented micro-frontend architecture to improve scalability across mobile platforms.
  - Mentored junior developers on Flutter best practices and architectural patterns.
  - Contributed to backend development using Python (FastAPI) and NestJS.
- Software Developer** | [Internative Software](#) (Istanbul, Turkiye) Mar 2021 - Oct 2021
- Developed [All4Baby](#), a parents and baby assistant application using Flutter.
  - Built [Sodio](#), a social radio application using custom Flutter UI components.
  - Implemented interactive mobile UI designs focused on user engagement.
- Software Developer** | [S'aide Financial Technologies](#) (Istanbul, Turkiye) Apr 2020 - Feb 2021
- Developed [S'aide](#), a student assistant and payment application using Flutter.
  - Integrated payment gateway APIs for secure transaction processing.
  - Implemented security measures to pass penetration testing requirements for financial applications.
  - Built the initial backend infrastructure using NestJS and MongoDB.
- Full Stack Software Developer** | Freelance Jun 2017 - Apr 2020
- Developed web and mobile applications for clients using Ionic, React, React Native, and Flutter.
  - Delivered custom solutions for small to mid-sized projects across various industries.

### PERSONAL PROJECTS

- Flash Game Engine** | [Open Source](#)
- Created a lightweight 2.5D game engine for Flutter (written in **C++ & Dart**) featuring declarative widgets, physics simulation, and spatial audio.
  - Successfully used to develop **10+ high-quality demo games** across mobile platforms.
  - Designed a custom entity-component system (ECS) optimized for Dart and Flutter's rendering pipeline.
- Guardrail** | AI Code Intelligence & Security Platform
- Architected a **language-agnostic, privacy-first AI platform** that runs 100% locally, eliminating data leakage risks for enterprise codebases (**pilot-tested in live projects at Orion**).
  - Engineered a PR Intelligence module using **Graph DB (KuzuDB) & Vector DB (ChromaDB)** to provide context-aware code reviews and automated impact analysis.
  - Integrated **Local LLMs (Ollama)** with **Adaptive RAG pipelines** to resolve context window limitations and enable continuous system learning from codebase evolution.
  - Tech Stack:** Python, FastAPI, React, KuzuDB, ChromaDB, Ollama.

### TECHNICAL SKILLS

#### MOBILE DEVELOPMENT

[Flutter \(7 years\)](#)

[Dart](#)

[iOS \(Swift\)](#)

[Android \(Kotlin\)](#)

[React Native](#)

[BLoC / Cubit](#)

#### BACKEND & API

[NestJS](#)

[NodeJS](#)

[Python](#)

[TypeScript](#)

[RestAPI](#)

[GraphQL](#)

[gRPC](#)

[WebSockets](#)

#### DATABASE & DEVOPS

[PostgreSQL](#)

[MongoDB](#)

[Redis](#)

[Firebase](#)

[TypeORM](#)

[CI/CD \(Gitlab, Github Actions\)](#)

#### METHODOLOGIES & CONCEPTS

[TDD](#)

[Clean Architecture](#)

[SOLID](#)

[Design Patterns](#)

[Agile / Scrum](#)

[OOP](#)

[Micro-Frontend](#)

### EDUCATION

#### BS, Information Systems and Technologies

[Yeditepe University](#) - Istanbul, Turkiye

2021

#### BS, Management Information Systems

[Anadolu University](#) - Eskisehir, Turkiye

2020

#### BS, Physics (Double Major)

[Yeditepe University](#) - Istanbul, Turkiye

2021

#### MEd, Science Teacher Education

[Marmara University](#) - Istanbul, Turkiye

2020

#### B.E. in Chemistry Engineering

[Marmara University](#) - Istanbul, Turkiye

2015

#### BSc, Chemistry

[Marmara University](#) - Istanbul, Turkiye

### LANGUAGES

[Turkish: Native](#)

[English: Professional Proficiency](#)

