

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](#)

Oct 2024 - Present

- Developing **HunStand**, 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](#) (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 **Accu-Lite**, a lightweight version of the attendance tracking system.
- Built **AccuClass**, a class management and scheduling application.
- Implemented **Conference Planner** for event scheduling and resource management.

Software Developer & Product Manager | [Optimus Bilişim](#)

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

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 | [Maximize Capital](#) / Nakit Yok

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](#)

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](#) (Remote)

Apr 2022 - Feb 2023

- Contributed to **Wio Business**, a digital banking application, focusing on API integration and performance.
- Collaborated with distributed teams to ensure banking compliance and security.

Principal Mobile Specialist | [Etiya Information Technologies](#)

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 Digital Operations Services](#)

Oct 2021 - Feb 2022

- Led mobile development team for **Siparişim** and **Restoran İsim 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.

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

2021

Yeditepe University - Istanbul

BS, Management Information Systems

2020

Anadolu University

BS, Physics (Double Major)

2021

Yeditepe University

MEd, Science Teacher Education

2020

Marmara University

B.E. in Chemistry Engineering

2015

Marmara University

BSc, Chemistry

Marmara University

LANGUAGES

Turkish: Native

English: Professional Proficiency

