

# 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.
- Software Developer** | [Internative Software](#) 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](#) 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 2021

**BS, Management Information Systems** Anadolu University 2020

**BS, Physics (Double Major)** Yeditepe University 2021

**MEd, Science Teacher Education** Marmara University 2020

**B.E. in Chemistry Engineering** Marmara University 2015

**BSc, Chemistry** Marmara University

### LANGUAGES

Turkish: Native English: Professional Proficiency