








Musa SAHIN

SENIOR SOFTWARE ENGINEER

 sahinmusa@gmail.com  +90 505 383 61 43  Istanbul, Turkiye

 [LinkedIn](#)  [GitHub](#)  [StackOverflow](#)  [Youtube](#)

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
<ul style="list-style-type: none">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
<ul style="list-style-type: none">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
<ul style="list-style-type: none">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
<ul style="list-style-type: none">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
<ul style="list-style-type: none">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
<ul style="list-style-type: none">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
<ul style="list-style-type: none">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
<ul style="list-style-type: none">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
<ul style="list-style-type: none">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
<ul style="list-style-type: none">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
<ul style="list-style-type: none">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
<ul style="list-style-type: none">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 - Eskişehir, Turkiye	2020
BS, Physics (Double Major) Yeditepe University - Istanbul, Turkiye	2021
MEd, Science Teacher Education Marmara University - Istanbul, Turkiye Thesis: Utilizing NLP (Natural Language Processing) for Assessing Open-Ended Examinations	2020
B.E. in Chemistry Engineering Marmara University - Istanbul, Turkiye	2015
BSc, Chemistry Marmara University - Istanbul, Turkiye	

LANGUAGES

Turkish: Native	English: Professional Proficiency
-----------------	-----------------------------------