ORHAN SÖNMEZ

Full-stack software engineer and UI/UX designer.
Specialized in ⚛ React, React-Native and 🖥 Frontend development.

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COVER LETTER / PERSONAL STATEMENT ──────────────────────────

I'm a highly experienced and technically adept Full-stack Developer (specialized in Frontend frameworks like React and React-Native) with over 10 years of experience working as a freelancer.

I have a very diverse set of skills and have built a wide range of apps and websites with companies and teams of all sizes, from small startups to big corporate firms.

I am a strong leader and mentor, skilled in Agile methodologies and dedicated to improving the way teams work both professionally and personally, with a clear passion for creating user experiences that achieve business goals and exceed customer expectations through collaboration, communication, and teamwork.

My aim is to help people work more efficiently by integrating best practices in usability, analytics, and accessibility, and by continuously learning new skills and improving my work.

TECH STACK / TECHNOLOGIES ──────────────────────────────

〉 **Frontend / Mobile**
TypeScript, React, Redux, React-Native, Next.js, Tailwind CSS, WordPress, Capacitor, Native Android and iOS development, Jest, Cypress, Playwright

〉 **Backend / Full-Stack**
Node.js, Java, PHP, MySQL, PostgreSQL, MongoDB, REST APIs, GraphQL, AWS, Google Cloud, Azure, Docker, Headless CMS, Firebase
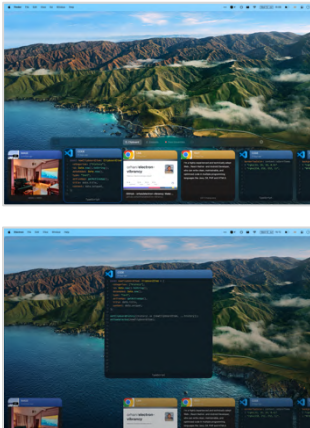
〉 **Tools**
Webpack, Vite, Metro Bundler, Git (Github/Gitlab), Photoshop, Figma, Sketch

EXPERIENCE / KEY REFERENCES ————————————————

A small non-exhaustive selection of projects I realized in my time as a freelancer, either as a one-man-team or within a larger group of developers:

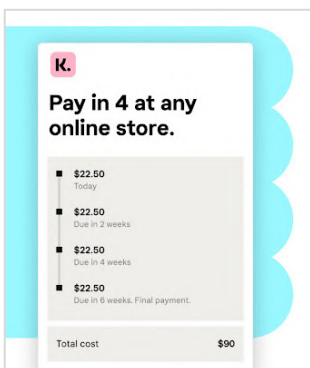### Pano – Universal Clipboard Manager (2023 - Ongoing)

Single-handedly conceptualized, designed and implemented a side-project (currently in beta): A multi-platform clipboard manager application **using Electron, Node.js, TypeScript and React** (utilizing **Firebase** for all backend functionality) offering an extended featureset for power users dealing heavily with text-based work in their day-to-day (recruiters, programmers, office workers, etc.).

Link to website
https://bit.ly/pano-app

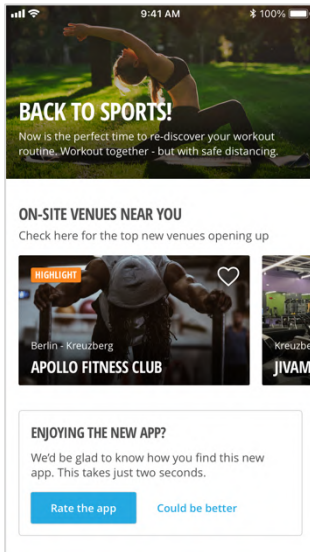### Klarna Chrome Extension, Klarna Bank AB (2022-2023)

As a Senior Software Engineer on the Browser Extension Core Team, I was responsible for maintaining, planning and extending features and core functionalities of the then brand-new version of Klarna's Chrome Extension (using **TypeScript** and **React** in Frontend and **node.js** on **AWS** in Backend).

Also helped refactor major pain points regarding Developer Experience (in the **Jenkins CI/CD** system), which affected most of the ~6.000 developers at the company!

Link to website
https://www.klarna.com/us/browser-extension/

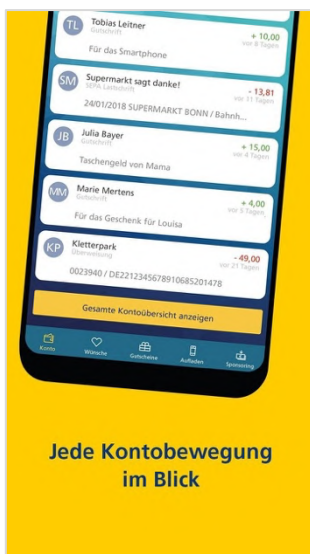## Urban Sports Club App, Urban Sports GmbH (2019-2021)

Joined a newly formed team as a Senior React-Native Developer in one of Berlin's most prolific startups with the purpose of building a **React and React-Native app** (using **TypeScript**) from the ground up, which allowed users to manage their membership while also simplifying and modernizing the discovery of and check-in process at participating sports venues.

Also took active development of the **REST-API-backend** (written in **PHP**) and maintenance duties of **CI/CD pipelines on GitHub Actions**. Backend development included work on AWS (Lambda for cloud functions, DynamoDB as NoSQL-database and S3 as storage solution).

Link to Android app
https://bit.ly/urban-sports-android
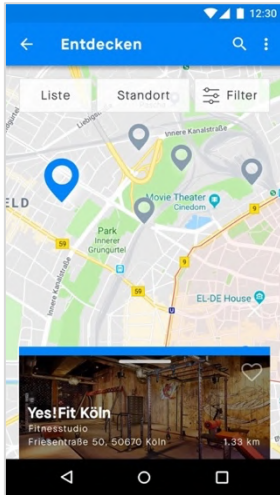
YOUNG MONEY, Postbank AG (2018)

Worked on a team which built a completely new **React-Native banking app** (using **TypeScript**) specifically targeted at young customers of Postbank (one of Germany's top banks in the private sector).

My responsibilities included implementing a pixel-perfect UI with a lot of fluid animations and working on the business logic of the app.

The app has since been discontinued.
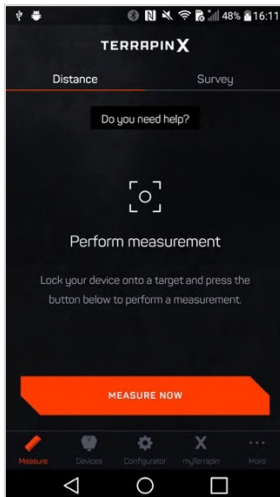
fitogram, fitogram GmbH (2018)

Single-handedly built the **iOS and Android app in React-Native** (using **TypeScript**) for fitogram, a search engine and booking platform for fitness and sports studios.

Link to Android app
http://bit.ly/fitogram-android
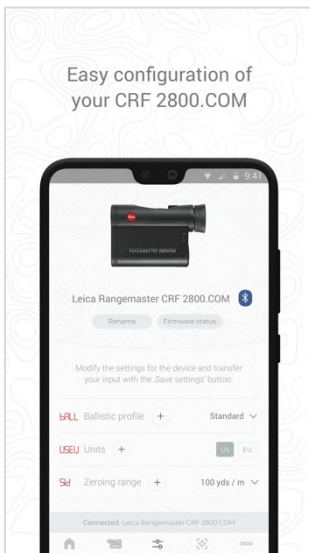
Terrapin X, Safran Vectronix AG (2018)

Based on the work done for the Leica Hunting App. Both apps use the same BLE device communication layer but differ slightly in app functionality and consumer-faced features of the devices. Built in **React-Native** (using **TypeScript**).

Link to Android app
http://bit.ly/terrapinx-android

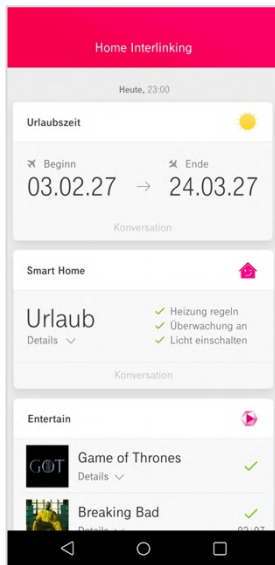## Leica Hunting, Leica Camera AG, Sportsoptics division (2017 / 2018)

Single-handedly built **iOS and Android apps in React-Native** (using **TypeScript**) which let users configure and update all aspects of their Laser-Rangefinder device remotely by using **Bluetooth-Low-Energy (BLE)** technology. Firmware for devices were actively developed with my help and input, which required creating a low-level communication library in native code (**Java for Android**, **Objective-C for iOS**).

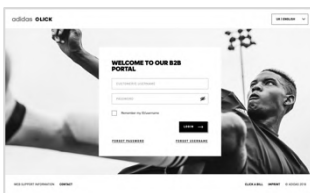Link to Android app
http://bit.ly/leica-hunting-android

Telekom „Urlaubsmodus" Smart-Home App, Telekom AG (2017)

Worked on a team which built a smart-home interlinking app in **React-Native** (using **TypeScript**), which allowed users to prepare smart-home devices for the user's absence (e.g. before holidays).

My responsibilities included implementing a conversational UI (AI powered) with a pixel-perfect design and elaborate animations.
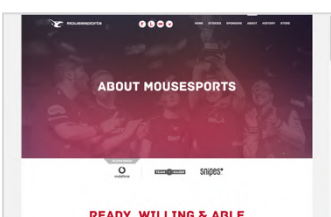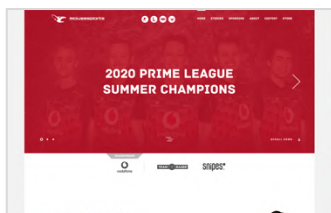
adidas CLICK, adidas AG (2017)

Worked on a team which built a new B2B-ordering platform from the ground-up, which now handles all B2B-sales for the company.

My responsibilities included working on the business logic layer (retrieving data from the **Salesforce backend**) and advising/helping the team working on the UI layer in **Vue.js and HTML5 technologies (JS, HTML, CSS).**
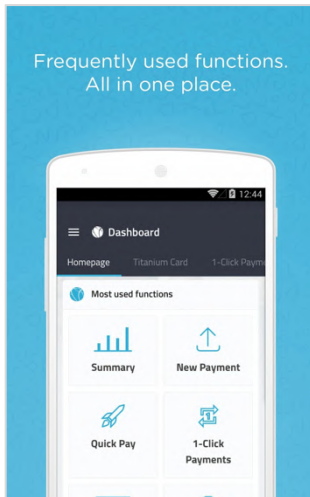
mouzCMS, mousesports Ltd (2017)

Single-handedly built a custom CMS in **Laravel/PHP** and **Vue.js** (on top of an open-source CMS called PageKit) for one of the most popular e-Sports teams in the world, featuring custom back- and frontend-solutions for managing team rosters, adding social media posts,

Link to website
https://bit.ly/mouzcms

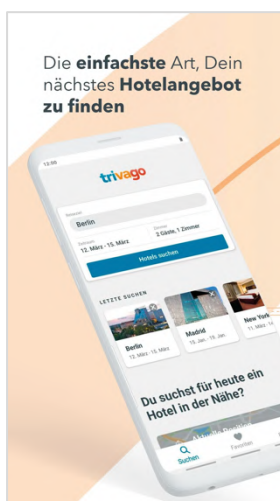## PayWithCapture, Access Bank Africa (2016 / 2017)

Single-handedly built a banking app (in **React Native**, so **iOS and Android versions**) for Access Bank, Africa's third largest banking conglomerate. This included top-tier security mechanisms, a fluid UI/UX and a whole lot of performance optimizations. More info available on request.

Link to Android app

http://bit.ly/pwc-android
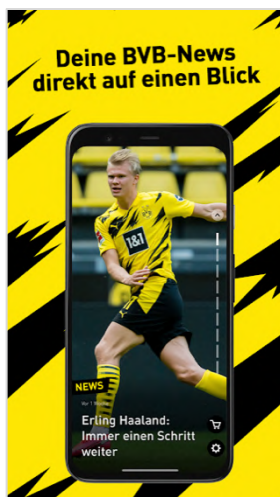
trivago, trivago AG (2015)

Worked on a team that built the trivago **Android** app (hotel price searching/booking platform), with all features (and some additional ones) that were available on the web app, including detailed search parameters, result filtering, displaying results on map, etc.

Link to Android app

https://bit.ly/trivago-android

BVB 09 App, Borussia Dortmund (2014)

Worked on a team that built the then-new Borussia Dortmund **Android** app, which featured nifty animations, an elaborate news section, match-day information and even a live radio stream. The app has since been renewed, but some core elements seem to be still in-tact (matchday page)

Link to Android app

https://bit.ly/bvb09-android

PREVIOUS WORK EXPERIENCE —————————————————————————

2015 – 2016

Lead-Android Developer, Designer and Product Manager at ChatGrape

Worked as Lead-Android Developer, Product Manager and Designer at a new and upcoming European startup called ChatGrape (now Grape). I established and led the Android team while also bringing fresh ideas to the table as a Designer and Product Manager, helping to shape and advance the product.

2014

Freelancer Web & Android Development

Worked on projects for high-profile companies like trivago, Vodafone, etc. as an Android developer for Rheinfabrik GmbH (contractor company), where I helped create and/or improve existing Android apps with millions of users using the latest technologies.

2012 – 2014

University of Bonn

Worked as a lecturer assistant and tutor / mentor for fellow students.

2011 – 2012

Navteq GmbH

Worked as a traffic data analyst for Europe and Middle East.

2008 – 2011

Freelancer Web Development

Designed, implemented, and maintained web applications on a freelance basis.

EDUCATION

Bachelor of Science in Computer Science, University of Bonn, 2014

- GPA: 2.3
- Bachelor Thesis on development of an Android application introducing a new concept for mobile communication named GeoDrop.

LANGUAGE SKILLS

- English (fluent)
- German (native)
- Turkish (native)