



Hasan Basri Bayat

UI/UX Designer & Flutter Developer

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Summary

I'm Hasan, a Flutter Developer & UI/UX Designer from Istanbul, Turkey.

I design and build mobile apps, also write articles on Medium about Flutter and programming.

I'm currently working on

- Flutter apps
- Open-source projects
- Medium articles
- Designs for never ending side projects

You can find anything about me in detail here: <https://rei.codes>

Skills

Figma

Flutter

Linux

Git

Firebase

NodeJS

MongoDB

REST API

GraphQL

gRPC

VueJS

Hugo

Docker

Education

Duzce University, Turkey

Bachelor of Computer Engineering

2015 - 2020

Useful Informations

My Mobile Development Journey

Android → React Native → Flutter

(6 months)

(6 months)

(3+ years)

My Current Environment

M1 Macbook & iPhone 11

Location Preferences

✓ Remote or Relocate

My Flutter Preferences

riverpod, flutter_hooks, envied, freezed,
go_router, json_serializable, dio, mocktail,
hive, isar, mason, device_preview, slang

Experience

Gaboras - (Hybrid) - Flutter Developer

Nov 2022 - Present

ICE - (Remote) - Flutter Developer

Apr 2022 - July 2022 (4 Months)

Пошта УА - (Remote) - Flutter Developer

Sept 2021 - Apr 2022 (8 Months)

Freelance - (Remote) - Flutter Developer

Jun 2020 - Aug 2021 (1 Year 4 Months)

Potensas - (Office) - Flutter Developer

Jan 2020 - Jun 2020 (6 Months)

Language

Turkish - Native Speaker

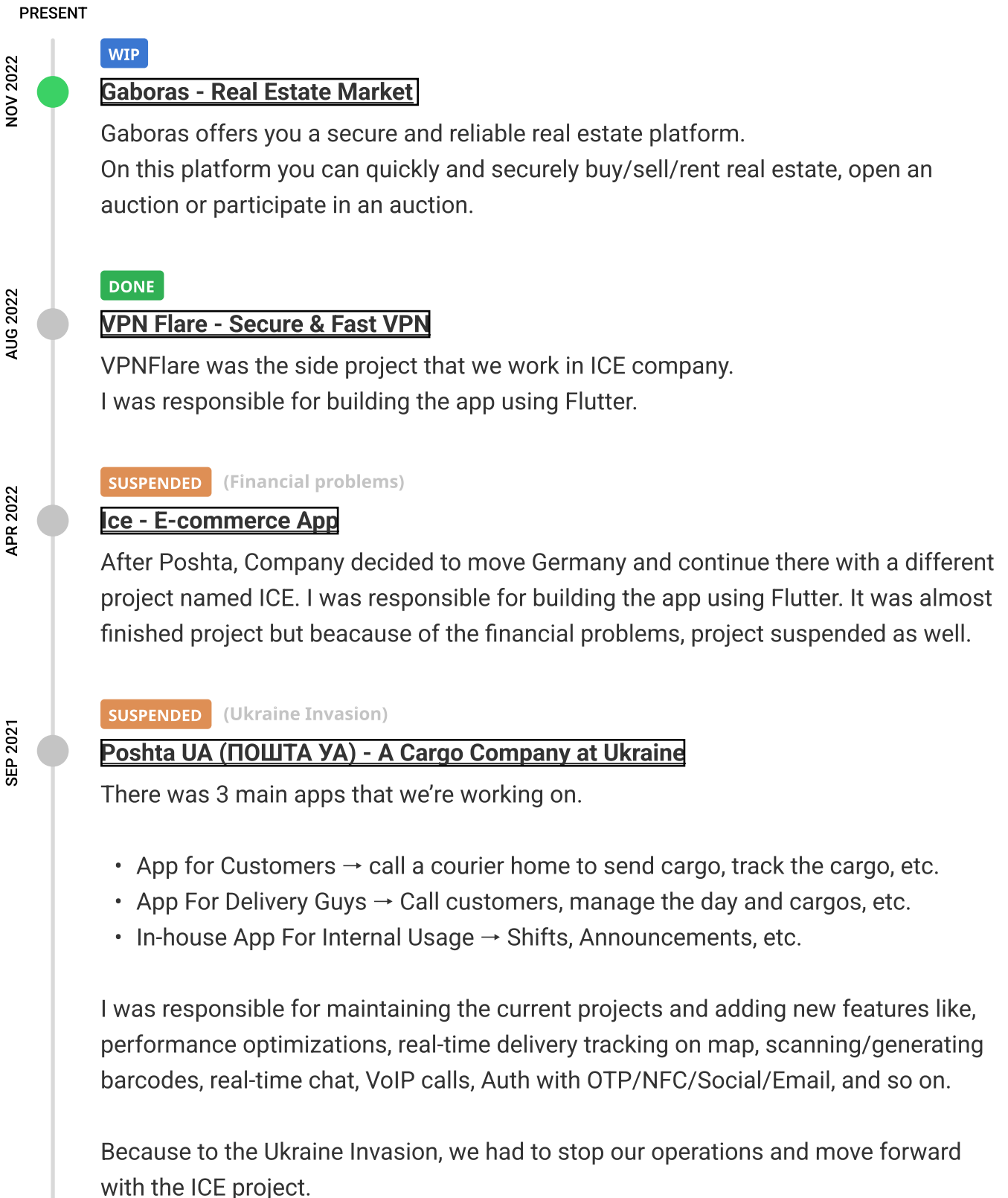
English - Professional Working Proficiency

Japanese - Beginner

Some Of My Projects

I always involved the projects from the start. That's why, I'm very experienced about the whole process.

Note: Poshta and ICE companies are the same companies but different names



JUN 2020

DONE

Kudamono - Digital QR Menu App Platform

Kudamono was my personal startup project that I launched. I was responsible for everything from Design to Production. Even if It was a successfull app, It didn't succeed because of lack of Marketing.

Basically my stack was like that:

- Figma For UI/UX Design
- HTML/CSS for Website Design
- VueJS/NuxtJS for QR Menu App
- Flutter for Console & Admin Apps
- NodeJS & MongoDB for backend
- Firebase for Notifications, Analytics, Auth, Crashlytics.. .

JAN 2020

DONE

Baby Photo - A Photo Editor App For Parents

I was responsible for both design & code. I used Figma for design and Flutter for the apps.

That was pretty challenging app because We had to use some advanced concept together.

Such as;

- Nested Bottombar with layers and different concepts
- Undo/Redo system
- Image manipulating and optimizations
- Adding customizable stickers and texts on the image
- Collage photos and pre-made templates

JAN 2020

DONE

Zarta - Multiplayer Trivia Game

I was responsible for design, backend, and frontend.

My main responsibility was the visual side. but I also involved the backend side.

Here are some of features that I involved in.

- Advanced design and animations
- Customized notifications
- Dynamic link
- Matching system
- Realtime chat