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.

🔭 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

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

Toolbox

Figma, Linux, MacOS, Git, Adobe XD & AE,
Docker, Firebase, gRPC, GraphQL, REST API,
NodeJS, MongoDB, VueJS, Hugo

My Flutter Preferences

riverpod, auto_route, flutter_hooks, intl,
freezed, json_serializable, dio, mocktail,
hive, isar, mason, gap, device_preview

Experience

ICE - (Remote) - Flutter Developer

Apr 2022 - July 2022 (4 Months)

Пошта УА - (Remote) - Flutter Developer

Sept 2021 - Apr 2022 (8 Months)

Freelancer - (Remote) - Flutter Developer

Jun 2020 - Aug 2021 (1 Year 4 Months)

Potensas - (Office) - Flutter Developer

Jan 2020 - Jun 2020 (6 Months)

MediaMarkt - (Office) - IT Support Intern

Aug 2019 - Sept 2019 (1 Month)

Language

Turkish ━ ━ ━ ━ ━ ━ ━ ━ ━ ━

English ━ ━ ━ ━ ━ ━ ━ ━ ━ ━

Japanese ━ ━ ━ ━ ━ ━ ━ ━ ━ ━

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*

`DONE`

VPN Flare - Secure & Fast VPN

VPNFlare was the side project that we work in ICE company.
I was responsible for building the app using Flutter.

`#FLUTTER`

`SUSPENDED` **(Financial problems)**

Ice - E-commerce App

After Poshta, Company decided to move Germany and continue there with a different project named ICE. I was responsible for building the app using Flutter. It was almost finished project but beacause of the financial problems, project suspended as well.

`#FLUTTER`

`SUSPENDED` **(Ukraine Invansion)**

Poshta UA (ПОШТА УА) - A Cargo Company at Ukraine

There was 3 main apps that we're working on.

- App for Customers -> call a courier home to send cargo, track the cargo, etc.
- App For Delivery Guys -> Call customers, manage the day and cargos, etc.
- In-house App For Internal Usage -> Shifts, Announcements, etc.

I was responsible for maintaining the current projects and adding new features like, performance optimizations, real-time delivery tracking on map, scanning/generating barcodes, real-time chat, VoIP calls, Auth with OTP/NFC/Social/Email, and so on.

Due to Ukraine invansion, we had to stop our operations and move forward with ICE project.

`#FLUTTER`

`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.. .

`#FLUTTER` `#NODEJS` `#FIREBASE` `#VUEJS` `#FIGMA` `#MONGODB`

`DONE`

Dayneks - E-Commerce App

It was a freelance project. I build the app with given API from customer.

`#FLUTTER`   `#FIGMA`

`DONE`

Foodie - Food Delivery App

It was a freelance project. I build the app with given API from customer.

`#FLUTTER`   `#FIGMA`

`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

`#FLUTTER`   `#FIGMA`

`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

`#FLUTTER`   `#FIGMA`   `#FIREBASE`