

# Curriculum Vitae

## Personal information

First name / Surname	<b>Semih Cihan</b>
E-mail	semihcihan@gmail.com
Nationality	Turkish
Online profiles	<a href="https://www.linkedin.com/in/semihcihan">linkedin.com/in/semihcihan</a> <a href="https://github.com/semihcihan">github.com/semihcihan</a>

## Education

Qualification	BS. in Computer Engineering @ <a href="#">Boğaziçi University</a>   2009 - 2013 (3.27 / 4)
Research interests	Speaker recognition, wireless networks

## Occupational field **Software Development Engineer**

### Work experience

Role	Co-Founder @ <a href="#">Lagot Games</a> (2021-2023)
Responsibilities	Ideation and implementation of hyper-casual games with Unity, leading the company and the team
Role	Mobile Developer @ <a href="#">Avatar Nutrition</a> (2022)
Responsibilities	React Native development, adding real-time messaging and white labeling the project
Role	Mobile Developer @ <a href="#">Focustapps</a> (2016 - 2021)
Responsibilities	React Native development, native iOS development, creating CocoaPods private internal libraries
Role	iOS Developer @ <a href="#">Intelligenti</a> (2020)
Responsibilities	Complete UI redesign of two applications, removing-replacing old APIs, fixing bugs, errors, crashes
Role	iOS Developer @ <a href="#">Digital Turbine (formerly AdColony)</a> UK (2015 – 2016)
Responsibilities	Creating a highly customizable native framework to build native iOS content applications
Role	iOS Developer @ <a href="#">Commencis</a> (2013 - 2015)
Responsibilities	Lead iOS developer on the redesign of a banking app, implementing iBeacon region monitoring

## Skills and competences

Programming languages	Swift, TypeScript, JavaScript, Objective-C
Miscellaneous	iOS, React Native, React, Node.js, Unity, AWS

## Selected work

Guns and Bounce (Lagot Games)	<ul style="list-style-type: none"><li>- Found the idea based on recent trends</li><li>- Created the game with a team of three</li><li>- Improved KPIs and launched the game globally <a href="#">Google Play App Store</a></li><li>- Reached 1 million downloads in the first two months</li></ul>
Carbon (AdColony)	<ul style="list-style-type: none"><li>- Created Carbon, a customizable iOS framework for content applications with integrated mobile ads, push notifications, and analytics. <b>Reduced app development time and maintenance efforts while improving stability.</b></li><li>- By leveraging the framework, maintenance efforts are streamlined, bugs are minimized, and app development time is significantly reduced.</li><li>- Rewritten Milliyet app, the flagship of the company, with new features and <b>reduced crash rate from 8% to 0.1%</b>, while <b>doubling page views and average session</b> duration using Carbon.</li><li>- Simplified Carbon installation by creating a CocoaPods pod.</li></ul>
Internal pod libraries (Focustapps)	<ul style="list-style-type: none"><li>- Designed and implemented two iOS applications, <a href="#">FYX Driver</a> and <a href="#">FYX Mechanic</a>, from scratch. These apps streamline the roadside service process for truck drivers by connecting them with dispatch and repair vendors at all stages of the service event.</li><li>- Developed the Roadstar M&amp;R iOS internal application, which facilitates inspections for employees across trucks, chassis, trailers, and containers.</li><li>- Created <b>five private CocoaPods</b> libraries for shared components used across all three applications, <b>ensuring consistent functionality and simplifying maintenance.</b></li></ul>
Real-time messaging (Avatar Nutrition)	<ul style="list-style-type: none"><li>- Added real-time user-to-user and group messaging for both clients and trainers.</li></ul>
Product Catalog (Toptal Node.js Program)	<ul style="list-style-type: none"><li>- Implemented a <b>RESTful API providing the e-commerce merchandise information</b> and images of a product catalog using Nest.js</li><li>- Developed REST API using express to <b>authenticate and authorize users through a JWT token</b>. Authentication and authorization are handled via Auth0.</li></ul>
Top Answers (Personal)	<ul style="list-style-type: none"><li>- Created and developed an online word-based real time game using Swift and Firebase.</li><li>- The <a href="#">Turkish version</a> of the game had more than <b>100k downloads</b> and was <b>promoted by Apple</b> on the App Store. It also reached <b>11th place in the Game</b> category.</li></ul>

## Certifications

<a href="#">AWS Certified Cloud Practitioner</a>	Valid until October 2025
--------------------------------------------------	--------------------------

## References

Name / Email	Chris Hawkins
About	Co-President at Focustapps
Relation	Details are in <a href="#">the recommendation letter</a> .