

# Curriculum Vitae

## Personal information

First name / Surname	<b>Semih Cihan</b>
E-mail	umitsemihcihan@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-ongoing), Hyper casual mobile game studio
Responsibilities	Ideation and implementation of hyper casual games with Unity, leading the company and the team
Role	Senior iOS Developer @ <a href="#">Card.io</a> (2023-ongoing), Gamified social movement app
Responsibilities	Feature implementation using Firebase, SwiftUI, Combine and Swift Concurrency
Role	Senior Mobile Developer @ <a href="#">Avatar Nutrition</a> (2022), Digital nutrition coaching service
Responsibilities	React Native development, adding real-time messaging and white labeling the project
Role	Senior Mobile Developer @ <a href="#">Focustapps</a> (2016 - 2021), Designs and develops web and mobile applications for business solutions
Responsibilities	React Native hybrid app development, native iOS app development, creating CocoaPods private internal libraries
Role	Senior iOS Developer @ <a href="#">Intelligenti</a> (2020), Start-up generator based in Bristol that launched a small, but varied, portfolio of companies
Responsibilities	Complete UI redesign of two applications, removing-replacing old APIs, fixing bugs, errors, crashes
Role	Senior iOS Developer @ <a href="#">Digital Turbine (formerly AdColony)</a> UK (2015 – 2016), Mobile advertising network offering a wide variety of progressive mobile ad products
Responsibilities	Creating a highly customizable native framework to build native iOS content applications
Role	iOS Developer @ <a href="#">Commencis</a> (2013 - 2015), Award-winning technology company enterprises develop digital products and accelerate business transformation through cloud solution
Responsibilities	Lead iOS developer on the redesign of a banking app CEPTETEB, implementing iBeacon region monitoring

## Skills and competences

Programming languages	Swift, TypeScript, JavaScript, Objective-C
Miscellaneous	iOS, SwiftUI, UIKit, Combine, Swift Concurrency, React Native, Expo, unit test, UI test, protocol oriented development, mobile app architecture, redux, Core Data, React, Node.js, Unity, AWS

## Selected work

<b>CEPTETEB</b> (Commencis)	<ul style="list-style-type: none"><li>- Implemented <b>complete redesign of a mobile banking app</b>, <a href="#">CEPTETEB</a>, by leading a team of 5 iOS developers</li><li>- Team of 10 with 5 iOS developers</li></ul>
Miscellaneous	lead developer, iOS, Objective-C, UIKit, REST, mobile banking, scrum, unit testing, iBeacon
<b>Carbon</b> (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>- Simplified Carbon installation by creating a CocoaPods pod</li><li>- Team of 4 with 2 iOS developers</li></ul>
Miscellaneous	iOS, Objective-C, architecture, UIKit, white labeling, mobile advertising, framework, cocoapods, scrum, unit test
<b>Milliyet</b> (AdColony)	<ul style="list-style-type: none"><li>- Rewritten <a href="#">Milliyet</a> from scratch, 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 duration</b> using Carbon.</li><li>- Team of 4 with 2 iOS developers</li></ul>
Miscellaneous	iOS, Objective-C, architecture, UIKit, mobile advertising, cocoapods, scrum, REST
<b>KanalID</b> (AdColony)	<ul style="list-style-type: none"><li>- Created <a href="#">KanalID</a> from scratch, the <b>mobile application of a prominent television channel</b> in Turkey.</li><li>- Team of 3 with 2 iOS developers</li></ul>
Miscellaneous	lead developer, iOS, Objective-C, architecture, UIKit, mobile advertising, cocoapods, scrum, REST
<b>FYX Driver, FYX Mechanic</b> (Focustapps)	<ul style="list-style-type: none"><li>- Implemented native 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>
Miscellaneous	swift, iOS, kanban, cocoapods, framework, navigation, MapKit, unit test, UI test
<b>Safe-CHECK</b> (Focustapps)	<ul style="list-style-type: none"><li>- Implemented safety assessment <a href="#">iOS</a> and <a href="#">android</a> apps for checking safety on loading docks and doors, dock levelers, entry points, HVLS fans etc</li><li>- Team of 3 with 2 mobile developers</li></ul>

Miscellaneous	React Native, Expo, TypeScript, iOS, android, hybrid, redux, offline capable, kanban, jest, REST
<b>Guns and Bounce</b> (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 <b>1 million downloads</b> in the first two months</li> <li>- Team of 4</li> </ul>
Miscellaneous	team leader, founder, Unity, iOS, android, ideation, mobile advertising, kanban, in app purchase
<b>Avatar Nutrition</b> (Avatar Nutrition)	<ul style="list-style-type: none"> <li>- Added <b>real-time user-to-user</b> and <b>group messaging</b> for both clients and trainers.</li> <li>- Team of 5 with two mobile developers.</li> </ul>
Miscellaneous	React Native, JavaScript, white labeling, real-time messaging, REST, kanban, redux
<b>Product Catalog</b> (Toptal)	<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>
Miscellaneous	Node.js, REST, authentication, authorization, JWT, Auth0, Nest.js
<b>Top Answers</b> (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>
Miscellaneous	iOS, swift, firebase, real-time gaming, UIKit
<b>Movie Vision</b> (Personal)	<ul style="list-style-type: none"> <li>- <a href="#">Developed</a> a movie and tv series catalog in SwiftUI</li> <li>- Uses camera to recognize keywords on streamer platforms to search <a href="#">themoviedb</a> and display ratings</li> </ul>
Miscellaneous	iOS, SwiftUI, Swift Concurrency, protocol driven, unit test, REST

## Certifications

<a href="#">AWS Certified Solutions Architect – Associate</a>	Valid until April 2026
<a href="#">AWS Certified Cloud Practitioner</a>	Valid until October 2025

## References

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