

# Curriculum Vitae

## Personal information

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## Summary

Experienced software development engineer with over 10 years of experience in mobile application development. Proficient in Swift, TypeScript, JavaScript, and Objective-C. Proven track record of leading teams and delivering high-quality software solutions. Seeking to leverage my expertise in a challenging role at a forward-thinking company.

## Education

Qualification	BS. in Computer Engineering @ <a href="#">Boğaziçi University</a>   2009 - 2013 (3.27 / 4)
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## Occupational field **Software Development Engineer**

### Work experience

Role	Senior iOS Developer @ <a href="#">Urbint</a> (2023-ongoing), Stop incidents before they happen with AI
Responsibilities	Implementation of the iOS app, WorkerSafety, with a team of 30 in total. Leading iOS Community of Practice
Role	Co-Founder @ <a href="#">Lagot Games</a> (2021-2024), Hyper casual mobile game studio
Responsibilities	Ideation and implementation of hyper casual games, leading the company and the team of six. Demonstrated team leadership and adaptability in a fast-paced environment.
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="#">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
Soft Skills	Team leadership, cross-functional collaboration, mentoring, adaptability, attention to detail, conflict resolution

Miscellaneous      iOS, SwiftUI, UIKit, Combine, Swift Concurrency, React Native, Expo, unit test, UI test, mobile app architecture, redux, Core Data, React, Node.js, AWS

## Selected work

### Worker Safety (Urbint)

- Architected and implemented the new job safety briefing flow, collaborating with **cross-functional teams** to ensure user needs were addressed.
- **Mentored junior developers** and fostered team alignment while designing offline capabilities backed by Core Data and Apollo GraphQL.
- **Led weekly Community of Practice** meetings for a team of 8 iOS developers. As a result, we improved CI/CD pipelines, enhanced code quality, and elevated the overall developer experience.

iOS, Swift, UIKit, SwiftUI, Core Data, GraphQL, cross-functional collaboration, mentoring, leadership

### **Guns and Bounce** (Lagot Games)

- Found the idea based on recent trends
- Improved KPIs and launched the game globally [Google Play App Store](#)
- Reached **1 million downloads** in the first two months

team management, project management, founder, Unity, iOS, android, ideation, kanban

### **What Beats Rock** (Indie, [iOS](#) & [Android](#))

- Built an AI-powered rock-paper-scissors game using SwiftUI, React Native, Firebase, and Gemini.
- Localized into 7 languages; reached 50K+ downloads since launch in Feb 2025

AI, SwiftUI, React Native, Firebase, Gemini, mobile game

### **Carbon** (AdColony)

- Created a customizable iOS framework for content applications with integrated mobile ads, push notifications and analytics. **Reduced development and maintenance efforts and improved stability.**

iOS, Objective-C, UIKit, white labeling, mobile advertising, framework, cocoapods, scrum, unit test

### **CEPTEB** (Commencis)

- Implemented **complete redesign of a mobile banking app**, [CEPTEB](#), by **leading a team of 5** iOS developers. Demonstrated **team leadership** and attention to detail.

project lead developer, iOS, Objective-C, UIKit, REST, mobile banking, scrum, unit testing, iBeacon

### **Milliyet** (AdColony)

- Rewritten [Milliyet](#) from scratch, the flagship of the company, with new features and **reduced crash rate from 8% to 0.1%**, while **doubling page views and average session duration** using Carbon.

iOS, Objective-C, architecture, UIKit, mobile advertising, cocoapods, scrum, REST

### **FYX Driver, FYX Mechanic** (Focustapps)

- Implemented native applications, [FYX Driver](#) and [FYX Mechanic](#), from scratch. They streamline the roadside service process for truck drivers by connecting them with dispatch and repair vendors.

swift, iOS, kanban, cocoapods, framework, navigation, MapKit, unit test, UI test

### **Top Answers** (Indie)

- Created and developed an online word-based real time game using Swift and Firebase.
- The [Turkish version](#) had more than **100k downloads** and was **promoted by Apple** on the App Store.

iOS, swift, firebase, real-time gaming, SwiftUI

## Certifications

### [AWS Certified Solutions Architect – Associate](#)

Valid until April 2026

### [AWS Certified Cloud Practitioner](#)

Valid until October 2025

## References

Available upon request