

Curriculum Vitae

Personal information

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Summary

Experienced software development engineer with over 10 years of experience in mobile and web 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 @ Boğaziçi University 2009 - 2013 (3.27 / 4)
Research interests	Speaker recognition, wireless networks

Occupational field **Software Development Engineer**

Work experience

Role	Co-Founder @ Lagot Games (2021-ongoing), 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 iOS Developer @ Urbint (2023-ongoing), Stop incidents before they happen with AI
Responsibilities	Implementation of the iOS app, WorkerSafety, with a team of 30 in total
Role	Senior Mobile Developer @ Avatar Nutrition (2022), Digital nutrition coaching service
Responsibilities	React Native development, adding real-time messaging and white labeling the project
Role	Senior Mobile Developer @ Focustapps (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 @ Digital Turbine (formerly AdColony) 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 @ Commencis (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
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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

WorkerSafety (Urbint)	<ul style="list-style-type: none"> - 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.
Miscellaneous	iOS, Swift, UIKit, SwiftUI, Core Data, GraphQL, cross-functional collaboration, mentoring
CEPTETEB (Commencis)	- Implemented complete redesign of a mobile banking app , CEPTETEB , by leading a team of 5 iOS developers. Demonstrated team leadership and attention to detail.
Miscellaneous	project lead developer, iOS, Objective-C, UIKit, REST, mobile banking, scrum, unit testing, iBeacon
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.
Miscellaneous	iOS, Objective-C, UIKit, white labeling, mobile advertising, framework, cocoapods, scrum, unit test
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.
Miscellaneous	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.
Miscellaneous	swift, iOS, kanban, cocoapods, framework, navigation, MapKit, unit test, UI test
Guns and Bounce (Lagot Games)	<ul style="list-style-type: none"> - 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
Miscellaneous	team management, project management, founder, Unity, iOS, android, ideation, mobile advertising, kanban
Top Answers (Personal)	<ul style="list-style-type: none"> - 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.
Miscellaneous	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

Chris Hawkins	Co-President at Focustapps
Relation	Details are in the recommendation letter .