| **Curriculum Vitae** |  | |
| --- | --- | --- |
| **Personal information** |  | |
| First name / Surname | **Semih Cihan** | |
| E-mail | umitsemihcihan@gmail.com |  |
| Online profiles | [linkedin.com/in/semihcihan](http://linkedin.com/in/semihcihan) [github.com/semihcihan](http://github.com/semihcihan) | |
|  |  | |
| **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 @[Boğaziçi University](https://www.cmpe.boun.edu.tr/) | 2009 - 2013 (3.27 / 4) | |
|  |  | |
| **Occupational field** | **Software Development Engineer** | |
| **Work experience** |  | |
| Role | Senior iOS Developer @[Urbint](https://www.urbint.com) (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 @[Lagot Games](https://www.lagotgames.com) (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 @[Avatar Nutrition](https://www.avatarnutrition.com) (2022), Digital nutrition coaching service | |
| Responsibilities | React Native development, adding real-time messaging and white labeling the project | |
|  |  | |
| Role | Senior Mobile Developer @[Focustapps](https://focustapps.com) (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)](https://www.digitalturbine.com) 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](https://www.commencis.com) (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**](https://www.urbint.com/solutions/urbint-for-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](https://play.google.com/store/apps/details?id=com.lagotgames.bulletsandballs) [App Store](https://apps.apple.com/us/app/id1660964163)  - Reached **1 million downloads** in the first two months |
|  | team management, project management, founder, Unity, iOS, android, ideation, kanban |
| **What Beats Rock**  (Indie, [iOS](https://apps.apple.com/app/id6740056293) & [Android](https://play.google.com/store/apps/details?id=com.semihcihan.whatbeatsrock)) | - 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 |
| **CEPTETEB**  (Commencis) | - Implemented **complete redesign of a mobile banking app**, [CEPTETEB](https://apps.apple.com/app/id353385550), 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](https://apps.apple.com/app/id489164377) 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](https://apps.apple.com/us/app/fyx-driver/id1281433532) and [FYX Mechanic](https://apps.apple.com/us/app/fyx-mechanic/id1281434033), 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](https://apps.apple.com/app/id1231121830) 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](https://www.credly.com/badges/5658c034-a822-45a7-a731-d13fc0a1508d/public_url) | Valid until April 2026 |
| [AWS Certified Cloud Practitioner](https://www.credly.com/badges/8c6bc57b-835c-42a0-aae7-1e5a3becd921/public_url) | Valid until October 2025 |
| **References** | Available upon request |