

## EXPERIENCE

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- **Sezzle** Remote
  - Team Lead* 09/2023 - Present
  - Senior Mobile Engineer* 01/2022 - 09/2023
  - Mobile Engineer II* 07/2021 - 01/2022
  - Team lead of the **Mobile Core** team. Responsible for the mobile application which includes app releases, new features, CI/CD, code reviews, performance improvements, and testing. Developing the *Sezzle* app with React Native, TypeScript, and Redux. The *Sezzle* app has **one million** active users.
  - *Sezzle* is a buy now and pay later payment solution with no interest. *Sezzle* is available on the [App Store](#) and [Play Store](#).
- **Sponty** Istanbul, Turkey
  - Co-Founder & Software Developer* 09/2020 - 07/2021
  - One of the founding members of *Sponty*. Worked on the mobile app and the backend. The mobile app was developed with Flutter, Bloc, and Mapbox. The backend was developed with Firebase, Google Cloud, Node.js, and TypeScript. Integrated a chat service in the app and the backend to let users create group chats.
  - *Sponty* is a social media platform that lets people with similar interests organize and join spontaneous events. Users record videos to create and join events. *Sponty* is available on the [App Store](#) and the [Play Store](#).
- **GMC Teknoloji** Istanbul, Turkey
  - Software Developer* 06/2020 - 11/2020, Part Time
  - Worked on the mobile app, the web app, and the backend. Developed the *UniPubs* app with Flutter and Redux. Developed the web app with React.js and TypeScript. Developed the backend with Firebase, Node.js, and TypeScript. Integrated [iyzico](#) as a payment service.
  - *UniPubs* is an app where students or stationery stores can upload study notes. The uploaded study notes are then sold to users on a marketplace. *UniPubs* is available on the [App Store](#), [Play Store](#), and as a web app.
- **Nacsoft** Istanbul, Turkey
  - Mobile Application Developer* 06/2019 - 01/2020, Part Time
  - Developed a receipt scanner mobile app named *i-expense* with React Native and Redux. Used Google Cloud Vision to scan receipts and developed an algorithm to parse the receipts. Uploaded the parsed receipts to Nacsoft's system using a SOAP API. *i-expense* available on the [Play Store](#) and [App Store](#).

## ACHIEVEMENTS

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- **Apple WWDC21 Swift Student Challenge:** Won **Apple's WWDC21 Swift Student Challenge** with my Swift Playgrounds project [Music Theory and Math](#).

## EDUCATION

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- **Istanbul Technical University** Istanbul, Turkey
  - Computer Engineering; GPA: 3.38* 2017 - 2021
  - Took courses about System Programming, Data Structures, Analysis of Algorithms, Object Oriented Programming, Operating Systems, Database Systems, and Functional Programming.

## PROJECTS

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- **Playify:** Playify is an open-source Flutter Plugin that plays music and fetches music metadata using iOS's Media Player Framework. Also developed an iOS music player app also named Playify using this plugin. Developed with Swift, Dart, and Flutter.  
[pub.dev](#) - [iOS App](#) - [GitHub](#)
- **Git Watch:** Git Watch is an open source GitHub client app for watchOS. It is a SwiftUI app that uses GitHub's REST API and OAuth authentication. Users can browse repositories, commits, PR's, issues, other users, and organizations.  
[App](#) - [GitHub](#)

## SKILLS

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- **Languages:** TypeScript, JavaScript, Swift, Dart, Python
- **Technologies:** React Native, Node.js, Flutter, SwiftUI, iOS, UIKit, Firebase, React.js, SQL, NoSQL, Agile, Scrum, CI/CD, MongoDB, Git, Redux

## ACTIVITIES

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- Gave a 6-week "Introduction to React Native" course at [ITU's ACM Student Chapter](#).

## HOBBIES

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- Playing the guitar, ukulele, and piano
- Photography