Abdullah Doğanay

Mobile Developer — iOS (Swift) & Android (Kotlin)

Swift / SwiftUI · Kotlin / Jetpack Compose · Swift Package Manager · Gradle · AVFoundation / Media3 · REST APIs
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SUMMARY

Mobile developer with 3+ years of experience since 2022 across media, sports and health apps. Built the iOS/tvOS and Android/Android TV clients of a subscription video-on-demand (SVOD) platform solo, released to all four store targets, each on a shared library (a Swift Package, a core Gradle module) that the phone and TV apps depend on. Works AI-first: Claude Code for exploration, scaffolding and refactors, checked with tests, types and code review.

SKILLS

iOS: Swift, SwiftUI, UIKit, Swift Concurrency (async/await, actors), Combine, AVFoundation (HLS), StoreKit 2, Keychain, SwiftData, WidgetKit, Sign in with Apple, tvOS; Swift Package Manager, CocoaPods, Xcode

Android: Kotlin, Jetpack Compose, Coroutines/Flow, Hilt, OkHttp, kotlinx.serialization, Coil, Media3/ExoPlayer, Google Play Billing, Android TV; Gradle Kotlin DSL and version catalogs, multi-module builds

APIs & backend: REST/HTTP, OpenAPI/Swagger, JWT/OAuth sessions, Google Sign-In, Firebase (Auth, Firestore, FCM); Node.js (NestJS), Spring Boot (Kotlin), PostgreSQL, Redis, Socket.IO

Cross-platform & web: React Native (Expo), Flutter, TypeScript, Angular, React / Next.js

Testing & delivery: XCTest, Swift Testing, JUnit, Jest; GitHub Actions CI/CD, Sentry, App Store Connect, Google Play Console, Docker, AWS; Git Flow, PR code review, Scrum, Jira

AI tooling: Claude Code as the default starting point (explore, scaffold, refactor; verify with tests and types; CLAUDE.md conventions per repo), LLM API integration (Gemini, GPT Image, Veo), AI-drafted docs and tests

EXPERIENCE

Software Developer (native mobile, iOS and Android) — Fame Yazılım (Ankara · Full-time) · Jun 2025 – Present
Products I build and ship at Fame Yazılım as the native mobile developer, plus full-stack web work:

> **Video streaming platform** — subscription video-on-demand (SVOD) platform, in production · ratata.tv
>
> - iOS + tvOS client, built and maintained solo on an AppCore Swift Package shared by the iPhone, Apple TV and Top Shelf targets: MVVM + Clean Architecture, custom HLS manifest interception, StoreKit 2, QR Apple TV login.
> - Android + Android TV client, built and maintained solo on a core library module shared by the phone and TV apps: Hilt, Compose, Media3/ExoPlayer adaptive streaming, Google Play Billing, AES/GCM token encryption.
> - Own release quality end to end: versioning and store submissions for all four targets, Sentry on both platforms, five languages including Arabic RTL, Stripe and Lemon Squeezy alongside the store subscriptions.
>
> **AdhanHub** — iOS app, App Store · apps.apple.com/tr/app/id6813446625
>
> - Designed and built solo: offline prayer-time calculation with a SwiftData cache, scheduled notifications, a WidgetKit widget, SwiftUI with @Observable, 10 languages; 210 Swift Testing unit tests.
>
> **Esports Super App** — SwiftUI iOS app and NestJS API for Findie Studios, in development
>
> - Set up the iOS foundation another developer builds on: five-layer MVVM, API client, Keychain session with coalesced token refresh, navigation; rules documented in ARCHITECTURE.md and CLAUDE.md.
> - Supervised and mentored an intern who built the UI and API integrations on that foundation, reviewing every pull request before merge and explaining the why behind each requested change.
> - Delivered NestJS backend features with Jest specs in CI on real PostgreSQL and Redis: social graph, tiered achievements, two-factor authentication, esports data linking.
>
> **FAME Gen Studio** — AI content generation, review and publishing web app, in production
>
> - Owned the Angular 20 frontend end to end (211 standalone components, signal-based state): live data over Socket.IO, a multi-track video editor on Remotion, automated Instagram publishing.
> - Shaped the chat-driven AI pipeline with the team: content is generated, reviewed and published through human approval checkpoints and multi-provider models (Veo, Kling, GPT Image, Gemini).

Software Engineer — Freelance (occasional client work alongside the roles above) · Dec 2022 – Present
Client projects, scoped, built and deployed solo:

> **Hepsicihaz** — peer-to-peer electronics marketplace, App Store
> - React Native (Expo) app and Next.js admin panel on Firebase: cursor-paginated Firestore queries, resumable uploads, Admin SDK isolated to Route Handlers behind session middleware, TypeScript strict.
>
> **Unilocked** — Flutter event-ticketing app against a REST API: JWT auth in secure storage, QR-based entry
>
> **HeySanat** — art venue site and CMS, in production · heysanat.com
> - Kotlin Spring Boot REST API (18 controllers, PostgreSQL) and a Next.js 16 / React 19 site with a custom admin CMS; Docker Compose and nginx with health checks and verified database backups.

iOS Developer Intern — Enqura Information Technologies · Jul 2024 – Sep 2024
- Shipped a SwiftUI movie app with TMDB REST API integration and Core Data offline favorites.

Full-stack Developer Intern — Savronik · Sep 2024 – Sep 2024
- Solved a real readability problem in a production defence-sector app by clustering a large number of map nodes so the map stays readable at every zoom level (React, Node/Express, PostgreSQL).

Mobile Developer (part-time) — Microne Health Technologies · Jul 2023 – Dec 2024
- Shipped Pillinto to the App Store: Flutter medication-reminder and real-time chat app with Firebase Auth, Firestore and FCM push; built a native Android companion app with Google Maps.

Mobile Developer (part-time) — TED University · Dec 2022 – Jun 2023
- Built the class-schedule module of the official TEDU student app (Flutter), live on both app stores.

Mobile Developer (full-time) — Nacres Software Technologies · Aug 2022 – Oct 2022
- Built a Flutter CRM with a kanban board; shipped a business-card scanner app and a .NET CMS.

EDUCATION

Bachelor of Science (B.Sc.), Computer Engineering — TED University, Ankara · Sep 2021 – Jan 2026
Secondary field: Applied Data Analytics · Senior project: SurgeVision, mixed reality on Meta Quest (C++, Unity)
Leadership: Board Leader, TEDU IEEE (Jan 2024 – Jan 2025)
Board Leader, TEDU IEEE Computer Society (Jun 2023 – Jan 2024)

LANGUAGES

Turkish (native) · English (advanced)