Abdullah Doğanay

Full-Stack Software Engineer

TypeScript · React / Next.js / Angular · Node.js (NestJS) · Kotlin (Spring Boot) · Swift · PostgreSQL · AWS
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SUMMARY

Software engineer with 3+ years of experience since 2022 shipping mobile and web products to production: native iOS/tvOS and Android/Android TV clients of a subscription video-on-demand (SVOD) platform, Angular and React frontends on NestJS backends, and a Kotlin Spring Boot API for a client. Statically typed languages (Kotlin, Swift, TypeScript); tests in CI, code review on every change, Claude Code as a daily engineering partner.

SKILLS

Languages: TypeScript, JavaScript, Kotlin, Swift, Dart, SQL

Backend & data: Node.js (NestJS, Express), Spring Boot (Kotlin), RESTful APIs, OpenAPI/Swagger, GraphQL, JWT/OAuth, PostgreSQL, TypeORM, Redis, BullMQ, Socket.IO

Frontend & mobile: React, Next.js, React Native (Expo), Angular, Tailwind CSS; Swift/SwiftUI, Kotlin/Jetpack Compose, Flutter

Cloud, delivery & testing: AWS, Docker, nginx, Firebase, GitHub Actions CI/CD, Sentry; Jest, Vitest, XCTest/Swift Testing (unit, integration, end-to-end); Git Flow, PR code review, Scrum, Jira

AI tooling: Claude Code (spec, plan, implement, verify workflow; CLAUDE.md conventions), LLM API integration (Gemini, GPT Image, Veo), AI-assisted review, tests and docs

EXPERIENCE

Software Developer (full-stack and native mobile) — Fame Yazılım (Ankara · Full-time) · Jun 2025 – Present

Products I build and ship at Fame Yazılım as the native mobile developer and a full-stack web developer:

> **Video streaming platform** — subscription video-on-demand (SVOD) platform, in production · ratata.tv
>
> - iOS + tvOS client, architected and maintained solo: MVVM + Clean Architecture on a shared Swift Package, custom HLS manifest interception, StoreKit 2 subscriptions, QR-based Apple TV login.
> - Android + Android TV client, architected and maintained solo: core / app / tv Gradle modules with Hilt, Media3/ExoPlayer adaptive streaming, Google Play Billing subscriptions, AES/GCM token encryption.
> - Stripe and Lemon Squeezy payment integrations alongside the store subscriptions; five languages including Arabic RTL, Sentry on both platforms, releases for all four store targets, AWS infrastructure.
>
> **Esports Super App** — SwiftUI iOS app and NestJS API for Findie Studios, in development
>
> - Set up the iOS architecture and infrastructure (five-layer MVVM, API client, Keychain session with coalesced token refresh, navigation) and documented the rules in ARCHITECTURE.md and CLAUDE.md.
> - Supervised and mentored an intern who built the UI and API integrations on that foundation, with pull-request code review before every merge.
> - Delivered NestJS backend features (26 modules, 73 TypeORM entities, 80 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 OnPush components, signal-based state) and assisted on the NestJS backend (social accounts, release and asset endpoints, global search API).
> - Built the hard parts: live data flow over Socket.IO with 50 typed message types, a multi-track video editor on Remotion, an image editor with mask inpainting, release planning and automated Instagram publishing.
> - Shaped the chat-driven AI pipeline with the team: content is generated, reviewed and published through human approval checkpoints, scheduled runs and multi-provider models (Veo, Kling, GPT Image, Gemini).
>
> **Gold Village** — browser 3D game, pilot
>
> - Set up the project infrastructure and built the video-lesson player and lesson-progress tracking features (React 19 frontend, NestJS/PostgreSQL API).

> **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.

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

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

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).
- Built a modal-driven reporting interface with Jasper Reports PDF output.

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.

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)