Mehmet Salih Aydın

Senior Mobile Developer | Kotlin, SwiftUI & Flutter · Ankara, Türkiye

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Summary

Senior Mobile Developer shipping native Android (Kotlin, Compose, Wear OS), iOS (SwiftUI) and Flutter apps from architecture to store release. Currently building field-operations and smartwatch apps for institutional clients (public transit, security) with offline-first sync, NFC/QR and kiosk provisioning, plus .NET/ABP backend work. Previously played a key role in the Flutter-to-native migration of a 30M+ download, 1M+ WAU app ecosystem.

Technical Skills

Mobile: Kotlin, Jetpack Compose, Wear OS, Swift, SwiftUI, UIKit, Flutter, Dart
Architecture: Clean Architecture, MVVM, MVI, modular & multi-app/flavor setups, Hilt, Repository Pattern, BLoC
Platform: Coroutines/Flow, Room, Retrofit, async/await, Combine, NFC, HealthKit, MapLibre, kiosk mode
Backend & APIs: REST, OAuth2/OpenID Connect, .NET, ABP Framework, EF Core, PostgreSQL, Redis, Docker
Firebase & Monetization: FCM, APNs, Remote Config, Crashlytics, Analytics, AdMob, Adapty, paywalls, IAP
CI/CD & Release: Git, GitHub Actions, Fastlane, detekt, TestFlight, App Store Connect, Google Play Console

Experience

Mobile Software Development Specialist, EGY Yazılım – Ankara, Türkiye — Jul 2026 – present

- Built security-patrol field apps from scratch for Android phone, Wear OS watch and native iOS (SwiftUI); shipped via TestFlight and managed OTA releases.
- Designed an offline-first QR/NFC checkpoint patrol system with on-device queuing and batch sync, ordered/unordered routes and phone–watch sync over push.
- Built Device Owner (kiosk) provisioning with forced OTA updates and location/battery telemetry; fixed standby power drain and Doze issues on Unisoc watch hardware.
- Migrated a Wear OS occupational-safety platform to a modular MVI architecture; built SOS, fall detection (fewer false alarms), near-miss, work-order and patrol modules, plus HealthKit on iOS.
- Built Android and native iOS maintenance work-order apps for Ankara EGO (public transit) with MapLibre maps, media upload, Keychain sessions, OAuth token refresh and APNs.
- Contributed to the .NET/ABP backend: OAuth token revocation (OpenIddict), session takeover, platform-aware device handling and NFC tag management APIs.

Software Engineer, Nexoft Mobile – Ankara, Türkiye — Jan 2025 – May 2026

- Developed and maintained iOS/Android fitness & wellness apps in a mobile ecosystem serving 30M+ downloads and 1M+ weekly active users.
- Contributed to 20+ Flutter apps in a multi-app/flavor architecture, covering features, API integration, Firebase, ads and subscription flows.
- Played a key role in migrating the legacy Flutter codebase to native Kotlin/Jetpack Compose and SwiftUI; helped rebuild the Android stack with Clean Architecture, Hilt, Coroutines, AdMob, Adapty and ExoPlayer.
- Contributed to SwiftUI multi-target apps and internal tooling (Remote Config-driven paywall previews) and CI/CD automation with Fastlane and GitHub self-hosted runners.

Mobile Software Developer, GlobalPBX Inc. – Ankara, Türkiye — May 2024 – Jan 2025

- Developed Flutter features for Karel Connect, a PBX/switchboard communication app used by multiple business customers, owning UI, REST integration and production maintenance.
- Implemented native iOS/Android integrations for incoming-call screens and OS-level telephony behavior.

Mobile Software Development Specialist, Tusdata Inc. – Ankara, Türkiye — Apr 2023 – Dec 2023

- Delivered 4 new Flutter apps and maintained 5 more in a 9-app exam-prep portfolio (MY TUSDATA, MY DUSDATA), including UI, service integrations and App Store/Google Play releases.

Independent Mobile Projects, iOS & Flutter — 2014 – present

- Built and published personal iOS/mobile apps with Swift, SwiftUI and Flutter, owning App Store delivery.

Education

Ahmet Yesevi University, BSc in Computer Engineering · GPA: 3.58 / 4.00 — 2022 – 2026

Ankara University, LLB in Law — 2015 – 2019

Languages

Turkish: Native · **English:** Professional working proficiency · **German:** Beginner