

BENGISU DEMIR

MOBILE APPLICATION DEVELOPER | SWIFTUI, IOS, FLUTTER

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Mobile developer with production experience building and maintaining user-facing applications across cross-platform and native stacks. My background in Flutter gave me strong foundations in mobile architecture, API integration, real-time systems, state management, UI implementation, and release processes. I am currently focusing on native iOS development with Swift and SwiftUI, while bringing a strong product mindset and hands-on backend integration experience.

WORK EXPERIENCE

Mobile Application Developer | AIF TEAM | Jul 2024 – Present

- Develop and maintain production mobile applications for business and consumer use cases, covering feature delivery from UI to service integration.
- Build end-to-end app features including authentication flows, REST API integrations, real-time communication, push notifications, deep links, reporting modules, and in-app purchase flows.
- Work with scalable architectures and clean code practices, with hands-on experience in performance optimization, debugging, release preparation, and cross-functional collaboration.
- Contribute to both Android and iOS platform-specific configurations, including localization, permissions, theme adaptation, native project setup, and dependency management.

SELECTED PROJECTS

OLIA | AI-Powered Personalized Storytelling App

- Designed and built an end-to-end mobile product that generates age-appropriate, personalized children's stories based on child profiles, themes, and user preferences.
- Developed the native iOS client with SwiftUI, implementing authentication, onboarding, story creation, reader, profile, and paywall flows, plus a secure API layer connected to backend services and Supabase.
- Built a versioned REST API with Node.js, Express, and TypeScript for auth, child/story endpoints, usage and subscription checks, rate limiting, and Swagger-based API documentation.
- Integrated OpenAI for story generation with Zod-based output validation, prompt hygiene, and content-safety / moderation approaches to keep generation controlled and measurable.
- Used Supabase for data and storage patterns, RevenueCat for subscriptions, and ElevenLabs for narration with a local text-to-speech fallback.

HERO HRM

- Developed a corporate HR mobile application focused on user experience, internal workflows, and operational reporting.
- Implemented Firebase Cloud Messaging push notifications, deep link flows, localization, light/dark theming, session management, and chart-based reporting modules.
- Worked on iOS-specific integrations including widget-related setup, native iOS project configuration, and dependency management with Swift / CocoaPods.
- Integrated APIs using Dio/HTTP and handled device permissions, media/location flows, and platform configuration across iOS and Android.

JUNIOR RODEO

- Built a cross-platform educational mobile application for children using Flutter and Dart.
- Designed a Retrieval-Augmented Generation (RAG) workflow that creates personalized math game scenarios aligned with curriculum objectives using OpenAI embeddings and FAISS vector search.
- Developed a Python Flask REST API backend and integrated Supabase for authentication, Row Level Security (RLS), user progress, and real-time data synchronization.
- Implemented parent-student flows, progress analytics, API integrations, offline-friendly behavior, and data visualization with FL Chart.

DERUN

- Contributed to a real-time voice communication mobile application integrating AI avatars, speech-to-text, text-to-speech, WebSocket-based messaging, and in-app purchases.
- Worked with Clean Architecture and mobile state management patterns while supporting iOS audio-session behavior and platform-specific configurations.

IT Intern | Meram Belediyesi | Jun 2023 – Jul 2023

- Supported network operations, user support, system maintenance, and hardware-software coordination within the municipality's IT department.
- Gained practical experience in system administration, technical troubleshooting, and organizational IT workflows.

EDUCATION

Uludağ University — Computer Engineering | 2021 – Present

TECHNICAL SKILLS

iOS Development: Swift, SwiftUI, Xcode, iOS project configuration, CocoaPods, native mobile UI development

Mobile Development: Flutter, Dart, REST APIs, WebSocket, real-time features, in-app purchases

Architecture & State Management: MVVM, Clean Architecture, Provider, Riverpod, GetX, Cubit

Backend & Services: Node.js, Express, TypeScript, Firebase, Supabase, Authentication, Firestore, Cloud Messaging, JSON-based integrations

Tools: Git, Postman, Flutter DevTools, Firebase Console, App Store Connect, TestFlight, Play Store deployment

CERTIFICATES

- Foundations of Google Project Management (2024)
- GDSC Uludağ Google Cloud Technology Training (2023)
- NASA Space Apps Hackathon Organizing Team Certificate (2023)
- Uludağ University Software Community Graduation Certificate (2023)
- Version Control: Git & GitHub Training (2024)
- Flutter 101 (2021)
- Wimbledon Language Academy B2 (2021–2023)

LEADERSHIP & VOLUNTEERING

Uludağ Yazılım Topluluğu — Event Team Lead / Manager | 2021 – 2024

LANGUAGES

English: B2