

TALAT ERYILMAZ

Berlin, Germany • 01742590933

erylmz.talat@gmail.com • [Linkedin](#) • [Github](#) • [Portfolio](#)

Summary

Product-minded Senior Engineer with 8+ years of experience building mobile and full-stack applications. Expert in iOS, Android, React, Node.js, and UI/UX design.

Skills

- **Mobile:** Swift, SwiftUI, Objective-C, Kotlin, Java, Jetpack Compose
- **Frontend:** React, TypeScript, Vue.js, HTML, CSS
- **Backend:** Node.js, Golang, PostgreSQL, REST APIs
- **Tools:** Figma, Sketch, Photoshop, Zeplin, Jira, Git, CI/CD, Jenkins, SonarQube
- **Collaboration:** Agile methodologies, cross-functional teamwork, mentoring
- **Other:** Problem-solving, ownership, communication

Work Experience

Senior Mobile Engineer

October 2024 - Present • Berlin, Germany

- Contributed to iOS and Android projects within the Marketplace and Retail Essential app team, using Swift and Kotlin.
- Supported the migration of legacy iOS (Swift) and Android (Java) codebases to SwiftUI and Jetpack Compose, introducing modular and Clean Architecture principles.
- Automated CI/CD pipelines and integrated SonarQube for code quality, style checks, and unit test coverage.
- Collaborated in agile, cross-functional teams, acting as a product engineer in feature ideation and delivery.

Freelance Software Developer

September 2023 - September 2024 • Berlin, Germany

- Led development of AR features in the Healm app, creating an immersive real-time treasure hunt experience.
- Improved real-time video communication by 20% using WebRTC for Bird Home Automation.
- Refactored legacy code in Swift and Kotlin, reducing bug reports by 30% and improving overall app stability.

Nomitri GmbH, Senior Mobile Engineer

September 2021 - September 2024 • Berlin, Germany

- Developed and maintained iOS (Swift) and Android (Kotlin, MVVM) applications for deep learning-based visual perception solutions, integrating in-house C++ ML libraries via JNI, Protobuf, and Conan.
- Led mobile projects from scratch, including a warehouse solution for Gorillas, acting as both lead developer and product engineer.
- Worked extensively with Camera2 and CameraX APIs, connecting apps to external devices via Bluetooth.
- Co-developed Android SDKs for customer integration and mentored junior engineers.

Bilyoner, Senior iOS Developer

February 2021 - September 2021 • Istanbul, Turkey

- Developed and maintained iOS applications for Turkey's leading online betting platform, focusing on the Social Bet feature.
- Utilized MVVM architecture and Reactive programming to build responsive, maintainable apps.
- Collaborated with cross-platform teams and engaged in pair programming to foster teamwork.

Dogus Media Group, Mobile Developer

May 2019 - February 2021 • Istanbul, Turkey

- Developed and maintained mobile applications for major media brands (PuhuTV, NTV Spor, NTV Radio, NTV Hava, Kral TV, Star TV) across iOS, tvOS, and watchOS platforms.
- Built the NTV app from scratch, integrating Google AdMob and resolving memory issues for improved performance.
- Utilized MVVM and Redux design patterns to create scalable, maintainable codebases.
- Integrated media player functionality using AVPlayer and Brightcove; consumed RESTful APIs for dynamic content delivery.

Wenyjoy, iOS Developer & Co-Founder

June 2018 - January 2020 • Istanbul, Turkey

- Co-founded and led the development of a mobile gaming platform featuring 4 native games and 20 integrated HTML5 games.
- Implemented monetization strategies with Google AdMob, increasing ad revenue by 20%.
- Managed the backend, frontend, and mobile development teams, ensuring timely delivery of features.
- Developed native games (quiz, attention, map, memory) and integrated HTML5 games with backend databases via custom JavaScript scripts.

Basefy, iOS Developer

January 2018 - June 2018 • Istanbul, Turkey

- Developed and maintained multiple e-commerce and service apps (e.g., BabyKolay, Delta Servis, YouthStore, MySki) from concept to release.
- Implemented RESTful API integrations using Alamofire and Moya libraries.
- Applied MVC and MVVM design patterns for scalable, maintainable codebases.

Projects

Usheets, Founder & Full-Stack/Product Engineer

September 2024 - Present • Berlin, Germany

- Conceived, designed, and launched Usheets, a social media platform blending features from Reddit and Twitter, focused on user-generated polls and ratings in text, image, and mixed formats.
- Led the entire product lifecycle: UI/UX design (Figma), backend architecture (Node.js, PostgreSQL), and frontend development (React, TypeScript).
- Developed a responsive, modern frontend with React and TypeScript, implementing optimistic UI updates for seamless user interactions (e.g., voting, liking).
- Built secure authentication using HTTP-only cookies and JWT, with robust CORS configuration, Argon2id password hashing, rate limiting, and CSP.
- Managed deployment, CI/CD pipelines, user research, analytics, and marketing.

Education

Kocaeli University, BSc Computer Engineering, 2017

Languages

English(fluent), German(intermediate)