

Furkan Deniz Albaylar

SENIOR IOS ENGINEER · AI MOBILE SOLUTIONS & NATIVE IOS SPECIALIST

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WORK AUTHORIZATION

Job Seeker Visa — Chancenkarte holder. Full right to work in Germany · no sponsorship required · available for immediate start.

01 PROFESSIONAL SUMMARY

Mobile engineer with an AI-first mindset who ships production iOS apps and treats Gen AI as a true multiplier across the whole SDLC. Shipped four production iOS apps end-to-end in Swift — from LLM-powered conversational AI to AI-optimized navigation — and built features for a consumer mobile banking app used at scale, owning architecture, code quality, and long-term maintainability. Uses Gen AI tools (Claude Code, Cursor) deeply integrated into the workflow, builds custom agentic skills, and drives spec-driven development. Strong on mobile architecture and the full app lifecycle, with hands-on cross-platform experience (Flutter) and a strong interest in Kotlin Multiplatform.

02 EXPERIENCE

M&M Service und Dienstleistungen GmbH · Berlin
Mar 2026 – Present

Software Engineer (Part-time) — AI & Web

- Built and maintain the company's web platform — owning architecture, performance, and deployment as the sole technical contributor.
- Shipped an LLM-powered conversational assistant for lead qualification using the Gemini API: custom system prompts, business-context injection, dynamic dialog flow, and real-time lead capture to Firebase.
- Designed lightweight SEO automation (content structuring, keyword optimization) integrated into the publishing flow, and supported digital marketing operations driving business growth.

TurkishBank · Istanbul
Jun 2024 – Dec 2025
Software & Mobile Product Developer

- Contributed to the consumer mobile banking app (iOS and Android) inside a 20-person cross-functional team across 30+ sprint cycles, owning quality and maintainability.
- Drove structured QA and defect-resolution work that helped reduce the app crash rate to near-zero across release cycles, improving stability before each production push.
- Prototyped mobile banking flows in SwiftUI using VIPER architecture; covered critical paths with XCTest and XCUITest; collaborated with product, design, and backend.
- Built and maintained Java/.NET REST services integrated with Temenos T24 core banking, supporting high-availability transaction flows (unit-tested with JUnit/NUUnit).

Neon Apps · Istanbul
Oct 2023 – Jan 2024
iOS Developer & Product Management

- Owned MathSolver end-to-end — concept, UI/UX, development, App Store submission, and post-launch maintenance.
- Built an on-device equation recognition flow using Apple's Vision framework, sent extracted equations to OpenAI for solving, and rendered results with MathJax for clean mathematical typesetting.
- Integrated REST APIs, Firebase, Core Data, MapKit, and Alamofire in an Agile environment to support persistence and real-time sync, improving app responsiveness by 30%.
- Developed scalable iOS apps in Swift, SwiftUI, and UIKit (MVC/MVVM), maintaining high App Store ratings; owned the full product lifecycle from concept to release and maintenance.
- Collaborated inside a 50-person cross-functional team (iOS, Android, Flutter, design, product, PM).

Arkel Elektrik Elektronik · Istanbul
Nov 2022 – Dec 2022
Software Engineer Intern

- Hands-on software engineering internship with a focus on object-oriented programming (OOP) fundamentals in an embedded-systems company.

03 CORE COMPETENCIES

AI-First / Gen AI Multiplier

Agentic AI & Claude Code

Swift · 4 Shipped Apps

Mobile Architecture

SwiftUI · UIKit · MVVM

Cross-Platform (Flutter / KMP)

Full App Lifecycle

CI/CD & Testing

04 SKILLS

CORE · DEEP, DAILY USE

Swift, SwiftUI, UIKit, MVVM, VIPER, Combine, async/await, CoreData, MapKit, StoreKit 2, App Store Connect, TestFlight, XCTest, XCUITest, Git, SPM, CocoaPods, CI/CD, Firebase (Firestore, Auth, Analytics)

WORKING · IN SHIPPED PRODUCTS

LLM API integration (OpenAI, Gemini), prompt engineering, context injection, conversational UX, CoreLocation, Push Notifications (APNs), AdMob, Apple Game Center, SpriteKit, CoreHaptics, REST API design, Adapte, Alamofire, Java, .NET, JUnit, NUnit, agentic AI & custom skills, spec-driven development

EXPOSURE · SMALLER PROJECTS

Python, FastAPI, Claude API, multi-agent workflows, Vision Framework / OCR, Docker, Jenkins CI/CD, Temenos T24, Flutter / Dart, Kotlin Multiplatform (strong interest), Kotlin/Java basics

TOOLS & PRACTICES

Xcode, Cursor, Claude Code, GitHub Copilot, Jira, Agile/Scrum, Instruments (performance profiling), SEO automation, App Store Optimization basics

05 LANGUAGES

English PRIMARY
Fluent in technical documentation, cross-functional collaboration, and professional communication.

Turkish NATIVE

German A1
Beginner — learning actively in Berlin.

06 SELECTED PROJECTS

SpeechyAI — LLM-Powered Conversational App

App Store >

- Built and launched an iOS chat app where users converse with customizable AI personas; live on the App Store with an active user base — 1K+ downloads, 4.8★ rating.
- Designed the conversational layer on top of LLM APIs using persona-specific system prompts, dialog context windows, and structured prompt templates to keep characters consistent across long sessions.
- Built a multi-provider LLM layer (Claude/Gemini/GPT-4o) with routing & fallback, plus an async real-time voice pipeline.
- Shipped StoreKit 2 subscriptions, Firestore sync, and CoreData offline support covering the full ship-to-monetize loop.

Swift · SwiftUI · async/await · LLM APIs (Claude/Gemini/GPT-4o) · StoreKit 2 · Firestore · CoreData

ChargeEV — EV Charging Station Finder

App Store >

- SwiftUI + MapKit app surfacing nearby EV charging stations with real-time availability from a remote API.
- Built location services and live data refresh; designed the map-first UX to keep the experience usable while driving or walking; added AI-optimized routing & recommendations to surface the best charging option.

Swift · SwiftUI · MapKit · CoreLocation · AI optimization

Mining Town — iOS SpriteKit Game

App Store >

- Full-lifecycle iOS game: concept, physics, scene management, and App Store release.
- Engineered a custom hook-retraction physics model (weight, distance, velocity) for realistic feel; modular scene architecture (gameplay, store, daily rewards) using MVVM/MVC and extensions.
- Integrated StoreKit 2 (IAP), AdMob (rewarded ads), Game Center (leaderboards/achievements), CoreHaptics, and particle effects.

Swift · SpriteKit · StoreKit 2 · AdMob · Game Center · CoreHaptics

LeadGenPro — AI-Powered B2B Lead Generation

GitHub >

- Multi-agent pipeline built on the Claude API: a research agent discovers German B2B businesses from public directories, a quality agent scores lead websites, and an outreach agent generates personalized emails.
- FastAPI backend with a web dashboard for campaign creation, monitoring, and Excel export; SQLite persistence.
- Practical exercise in moving beyond single-prompt LLM calls toward staged, tool-using agent workflows.

Claude API · FastAPI · Python · SQLite · multi-agent

Heart-Rate Monitor — Cross-Platform App

Flutter

- Graduation project in Flutter with real-time heart-rate / biomedical signal processing — hands-on cross-platform shared-logic experience that maps to a KMP shared-code strategy.

Flutter · Dart · signal processing

07 EDUCATION

B.Sc. Electrical & Electronics Engineering

Işık University, Istanbul

2016 – 2022

Graduation project: real-time biomedical signal processing in Flutter.

08 CONTINUOUS LEARNING

iOS Swift Bootcamp

Simpra & Patika.dev

2023

Mobile App Development with SwiftUI

BTK Akademi

2022

Python Programming

Coursera · University of Michigan

09 INTERESTS

Strength training

Tennis

American football

Chargers FC — university American football team.