

Mert Türedü

Senior iOS Engineer

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Senior iOS Engineer with 8+ years of experience building and scaling AI-powered mobile applications, real-time rendering pipelines, and monetization systems. Led a cross-functional team of total 7 engineers, delivered apps to 8M+ users, reduced crash rates by up to 38%, and shipped 35+ production apps as primary or solo iOS engineer.

PROFESSIONAL EXPERIENCE

IzySoft Full-Time — Remote
Senior iOS Developer Jan 2025 — Present

- Architected and shipped 6 production iOS apps including XScanner and CVMaker, leveraging SwiftUI, MVVM, and Apple frameworks (ARKit, Vision, Metal) for real-time and AI-powered features.
- Cut time-to-market by 30% across the portfolio by building parallel CI/CD pipelines (Fastlane, GitHub Actions) while sustaining 99.5%+ crash-free sessions through Crashlytics-driven QA.
- Shipped end-to-end monetization stack with RevenueCat, StoreKit 2, Firebase, and AppsFlyer, unifying paid and organic attribution to enable data-driven UA decisions.

Going Merry Contract — Remote
Senior iOS Developer Oct 2024 — Dec 2024

- Reduced p95 frame processing latency from 48ms to 19ms on iPhone 12 by porting CoreImage filter chain to custom Metal compute shaders, eliminating 3 redundant texture copies; enabled 60 FPS sustained throughput on RadCam's 4M MAU base while reducing thermal throttling incidents 42%.
- Cut render-pipeline crash rate 30% (Crashlytics measured over 3-month rollout) by introducing GPU resource lifecycle ownership model around AVCaptureVideoDataOutput delegate, resolving 2 race conditions in MTLCommandBuffer reuse.

Boby.ai Full-Time — Remote
Lead Mobile Engineer Mar 2024 — Oct 2024

- Led a cross-functional team of 4 engineers across 3 AI-powered mobile apps (iOS + Flutter); established PR gate standards, ran weekly architecture reviews, and onboarded 2 engineers to native iOS workflows, sustaining 98% crash-free sessions.
- Engineered a Core Data persistence layer validated across 6+ iPhone models and automated Fastlane and Jenkins pipelines, cutting production crash rate by 38%.

Moseiki Full-Time — Remote
Senior iOS Developer Feb 2023 — Jan 2024

- Architected the gRPC API layer and AVFoundation media pipelines for an AI-powered social media platform with NFT/crypto features; selected gRPC over REST to support bidirectional streaming for real-time media feeds, and structured the AVFoundation pipeline around AVAssetReader/Writer for memory-bounded processing on lower-end devices, delivering 360+ dynamic screens with sub-200ms latency.
- Drove automated test coverage to 85% (XCTest, XCUITest, snapshot testing) across a VIPER codebase, mentored 2 mid-level engineers, and established MVVM/VIPER and Combine standards through architecture-review sessions.

Crypto Pro Full-Time — Remote
iOS Developer Apr 2021 — Aug 2022

- Delivered real-time trading flows with WebSocket and Combine for 10K+ daily active traders, cutting UI drop-off 25% through stream backpressure handling.
- Built watchOS background-sync pipelines using GCD and BackgroundTasks, boosting sync reliability by 40% with sub-200ms latency.

GreenTomato Media Full-Time — Remote
Mobile Developer May 2020 — Mar 2021

- Built and optimized the IAP funnel for Truth or Dare Dirty (React Native, Redux), lifting paywall conversion 22% via A/B-tested onboarding variants and unifying iOS + Android revenue reporting with MongoDB-backed funnel analytics.

Ratel Full-Time — On-Site (Denizli)
Mobile Developer Feb 2018 — Mar 2020

- Built MVVM-based UI components in Objective-C and integrated REST APIs with SQL data layers for a corporate fintech client, reducing reported crashes 25% over a 2-year on-site engagement.

TECHNICAL SKILLS

Languages & Core: Swift, SwiftUI, UIKit, Objective-C, TypeScript, JavaScript (ES6+), Python

Architecture: MVVM, VIPER, Clean Architecture, Protocol-Oriented Programming, Dependency Injection, SOLID

Apple Frameworks: AVFoundation, Vision, ARKit, Core ML, Metal, Core Data, StoreKit 2, SceneKit, APNs, Push Notifications, SwiftData, WidgetKit, App Intents, Live Activities, Accessibility (VoiceOver, Dynamic Type)

Concurrency & Reactive: Swift Concurrency (async/await, actors), Combine, RxSwift, GCD, OperationQueue

CI/CD & Testing: GitHub Actions, Fastlane, Jenkins, XCTest, XCUITest, Snapshot Testing, SwiftLint, SPM, CocoaPods, TestFlight, Instruments, TDD

Security: OAuth 2.0 / OIDC, JWT, TLS, Certificate Pinning, Keychain, App Transport Security

Cross-Platform: React Native (Redux), Flutter

On-Device AI: Core ML, Vision Framework, Create ML, Model Quantization, On-Device Inference, OpenAI API Integration

3rd-Party SDKs: RevenueCat, Adapty, Stripe, AppsFlyer, Firebase Analytics & Crashlytics, Mixpanel, OneSignal, Google Mobile Ads, App Tracking Transparency

Networking & Data: REST, WebSocket, gRPC, URLSession, SQLite, MySQL, MongoDB, Firebase Realtime DB

MY PROJECTS

AlSalah (Namaz App) — [View on App Store](#)

AI-powered iOS application implementing intelligent scheduling, personalized reminders and AI-driven content workflows.

Balloon - DNS Adviser (DNS Changer App) — [View on App Store](#)

Privacy-focused DNS changer iOS app enabling secure DNS routing, performance comparison and user-controlled network configuration.

CERTIFICATIONS

- Kodeco Advanced iOS Development (2022)
- edX Harvard CS50x — Introduction to Computer Science (2020)

EDUCATION

Bachelor of Science in Computer Engineering | Near East University | Nicosia, Cyprus | 2014 — 2018

Curriculum delivered fully in English | GPA: 3.66 / 4.00 | English proficiency: C1

LANGUAGE

Turkish (Native) • [English](#) (C1, Advanced) • [German](#) (Elementary) • [Arabic](#) (Beginner)