

ASIM OLMEZ

SENIOR FLUTTER DEVELOPER

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SUMMARY

Senior Flutter Developer with 12 years of experience in software development and 6 years focused on Flutter and Dart, building scalable cross-platform applications for iOS, Android, and Web. Over the past 2+ years, I've worked as a team lead, mentoring engineers, improving code quality through reviews, and helping teams deliver consistently in Agile environments. I take ownership from planning to release, ensuring reliable delivery with CI/CD.

I'm experienced in Flutter development across complex UI, responsive and adaptive layouts, pixel-perfect design implementation, animations, and platform integrations. I work on offline-capable features, API integrations, and data-heavy screens, with a strong understanding of Dart, including async programming, isolates, and concurrency. I apply object-oriented and functional programming approaches, work with various state management techniques, follow mobile app security best practices, and prioritize testing and code quality to build reliable and maintainable applications.

PROFESSIONAL EXPERIENCE

Senior Flutter Developer - Ice Open Network

Sep 2024 - Present

- Built Online+, a high-scale, Binance-like real-time mobile application for iOS and Android used by a large active user base
- Designed scalable architecture with clear separation between UI, domain, and data layers using solid OOP principles
- Implemented an offline-first data layer using Drift to ensure consistent behavior under unstable network conditions
- Leveraged Dart isolates to handle concurrency and improve performance in resource-intensive operations
- Integrated native modules (e.g., Banuba) for platform-specific capabilities and seamless cross-platform behavior
- Optimized media-heavy features through client-side compression techniques
- Improved production stability using Sentry for monitoring, error tracking, and faster issue resolution
- Maintained CI workflows with GitHub Actions and supported release processes

Senior Flutter Developer, Zazmic Inc

Jun 2024 – Aug 2024

- Integrated Flutter into native iOS and Android applications, enhancing cross-platform capabilities
- Conducted adaptive development to ensure the Flutter project operates seamlessly on the web platform
- Established and integrated a CI/CD pipeline using Codemagic, streamlining development and deployment
- Implemented a feature-first architecture, ensuring modularity and scalability within the project

UI Team Leader, Hologram Sciences**Jan 2017 – Mar 2024**

- Led the development of multiple cross-platform mobile applications (Eatwithava, Nutria, Gogo, Optijourney, Phenology) and served as lead developer for d.velop
- Headed the UI team for two years, overseeing timelines and mentoring team members
- Participated in stand-ups, sprint planning, and retrospectives to align with business goals
- Developed the Centrum web app using ReactJS with advanced API integrations
- Engineered an Admin Panel using AngularJS for backend management and analytics
- Wrote unit and integration tests to increase reliability and confidence in releases
- Integrated Bluetooth Low Energy (BLE) devices for real-time data collection and reliable syncing
- Worked in Agile rituals (stand-ups, planning, retrospectives) and collaborated with product/stakeholders
- Developed an internal Admin Panel using AngularJS to support operations and analytics

Full Stack Developer, Trendyol Group**Jan 2016 – Jan 2017**

- Spearheaded full-stack development for internal admin systems on trendyol.com
- Built ASP.NET MVC and Web API services for data exchange within the platform
- Implemented data management improvements, API optimizations, and UI

Junior Software Engineer, Neutec Technology**Jul 2014 – Jan 2016**

- Maintained and enhanced software applications through bug fixing and feature development
- Developed N-tier architecture systems using .NET technologies
- Built web pages using HTML, JavaScript, jQuery, CSS, and Bootstrap
- Performed troubleshooting and resolved issues from QA and customer feedback

MOBILE APP DEVELOPMENT SKILLS

- Strong Dart expertise including async programming, isolates, core language features, and clean API design
- Deep understanding of Flutter framework with widget lifecycle, build and rebuild behavior, keys, and composition patterns
- Experience optimizing performance using DevTools, reducing jank, improving list rendering, caching media, and tuning memory usage
- Proficient in managing complex state and navigation flows with BLoC, Riverpod, Redux, and structured routing via AutoRoute and go_router
- Skilled in UI engineering with responsive and adaptive layouts, accessibility, localization, theming, animations, and gesture handling
- Experienced in building data-heavy applications with efficient pagination, caching strategies, offline-friendly behavior, and background refresh
- Strong testing practices including unit, widget, and integration testing with a focus on mocking and testable architecture
- Hands-on experience with platform integration through platform channels, native modules, environment configurations, and release processes
- Apply secure development practices with safe data storage, secure session handling, and privacy-aware logging

ENGINEERING SKILLS

- End-to-end ownership across the full lifecycle from requirements and implementation to release and post-release improvements
- Strong focus on scalable mobile architecture with maintainable design and well-reasoned technical decisions and trade-offs
- Experience managing release processes including store submissions, rollout support, hotfix strategies, and environment or flavor configuration
- Building and maintaining CI/CD workflows to improve delivery speed and release reliability
- Providing production support through debugging, crash analysis, performance investigation, and preventing regressions
- Integrating APIs and third-party SDKs with clear boundaries and maintainable structure
- Handling app lifecycle concerns including background and foreground states, deep linking, permissions, and notifications when needed
- Working with device capabilities such as BLE integration and media processing flows when applicable
- Leading and mentoring engineers, onboarding team members, and improving overall engineering standards
- Maintaining high code quality through refactoring, consistent code reviews, and clean, maintainable codebases
- Executing effectively in Agile environments with accurate estimation, milestone planning, risk management, and scope control
- Communicating clearly through documentation, technical alignment, and regular stakeholder updates

LANGUAGES

Turkish Native
English Full Professional
Ukrainian Limited Working

EDUCATION

B.Sc. in Computer Engineering
Ondokuz Mayıs University
Samsun, Turkey
2010 - 2014