

Asim Olmez

Senior Mobile Engineer

Lviv, Ukraine · Remote · B2B contract

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SUMMARY

Senior Mobile Engineer with 12+ years in software and 6+ years of Flutter in production on iOS and Android, plus earlier React Native apps and a full-stack background in .NET and React. Team lead of 4–6 engineers for 2+ years, with five cross-platform apps delivered and hands-on work on a high-scale real-time product. End-to-end ownership of features, from scope and architecture to tested code and release, in close work with product, design and backend. Sets up and runs AI-assisted development for a whole project: Claude Code with project rules, custom skills, subagents and MCP servers.

Industries: health and nutrition, fitness, social and Web3, e-commerce

SKILLS

- **Flutter:** state management with BLoC/Cubit and Riverpod, performance profiling and optimization with Flutter DevTools, framework internals (the three trees, element lifecycle, BuildContext, rendering pipeline), custom and adaptive layouts
- **Dart:** Dart 3 language and type system, async and concurrency model (event loop, microtasks, Streams, isolates), memory management, SOLID object-oriented design, design patterns, functional programming
- **AI-assisted engineering:** Claude Code (project rules, custom commands and skills, subagents), MCP servers, Cursor, AI-assisted planning, refactoring, testing and code review, architecture decision records before code, critical review of AI-generated code
- **Mobile platform:** iOS and Android, platform channels, Swift and Kotlin (working knowledge), React Native, push notifications, deep linking, in-app purchases, mobile security (secure storage, authentication), Bluetooth Low Energy (BLE)
- **Architecture and data:** Clean Architecture, modular monorepos, dependency injection, offline-first storage with Drift (SQLite), REST APIs, WebSockets, Supabase, Firebase
- **Quality and delivery:** unit, widget, integration and golden tests, CI/CD with GitHub Actions and Codemagic, App Store and Google Play releases, feature flags, Sentry
- **Full-stack background:** web front ends with React and AngularJS, back ends with ASP.NET MVC and Web API, Supabase (PostgreSQL) backend support
- **Leadership:** technical leadership, code review, mentoring, estimation and sprint planning (Agile/Scrum), stakeholder communication

EXPERIENCE

Senior Mobile Engineer, Motiv LLC

Apr 2026 – Present · heymotiv.com (creator app) · collabswith.com (user app)

- Took two fitness apps for iOS and Android, one for creators and one for users, from an empty repository to beta as the only mobile engineer, also supporting the Supabase backend and planning scope with the product owner.
- Designed a multi-package Flutter monorepo where both apps share the same packages, with BLoC/Cubit for state management.
- Built a backend-agnostic data layer, where Supabase and REST adapters sit behind one interface and pass a shared contract test suite.
- Set up Claude Code for the project with project rules, custom commands and skills, subagents, and the Figma, Supabase, GitHub and Dart/Flutter MCP servers. Used daily for planning, implementation, refactoring, tests, code review, debugging and Figma-to-Flutter UI.
- Kept full ownership of AI output by writing an architecture decision record before code, reading every generated change line by line, and letting tests and CI decide what merges.
- Built authentication and social sign-in, push notifications, deep linking, subscriptions and in-app purchases, real-time social features and custom-painted UI components.
- Set up unit, widget, integration and golden tests, lint rules, feature flags and a GitHub Actions pipeline that blocks failing changes.

Senior Flutter Developer, Ice Open Network

Sep 2024 – Mar 2026 · ice.io

- Built [Online+](#), a high-scale real-time app for iOS and Android with a large active user base.
- Developed Web3 features for Online+, including tokenized communities and the wallet.
- Kept the app reliable on unstable networks with an offline-first data layer on Drift.
- Kept the UI responsive under heavy work by running resource-intensive tasks in Dart isolates and compressing media on the client.
- Delivered live data over WebSockets, deep linking and custom-painted UI components, and released new features behind feature flags.
- Integrated native SDKs such as Banuba through platform channels.
- Diagnosed performance problems with Flutter DevTools, such as jank, memory leaks, slow cold start and app size, and fixed them.
- Improved production stability with Sentry monitoring and error tracking; maintained GitHub Actions CI and supported App Store and Google Play releases.
- Used Cursor with the team in daily development to write code and tests, and the Figma MCP server to turn designs into Flutter UI.

Senior Flutter Developer, Zazmic Inc (client: Barsys)

Jun 2024 – Aug 2024 · Contract · barsys.com

- Embedded Flutter into existing native iOS and Android apps.
- Implemented adaptive layouts so the same Flutter project runs on web as well as on mobile.
- Set up CI/CD with Codemagic and introduced a feature-first architecture.

UI Team Leader, Hologram Sciences

Jan 2017 – Mar 2024 · hologramsciences.com

- Led the UI team of 4–6 engineers in the last 2+ years: architecture and technical decisions, code review, mentoring, task assignment and sprint planning.
- Released five cross-platform mobile apps on the App Store and Google Play (Eatwithava, Nutria, Gogo, Optijourney, Phenology), first in React Native and later in Flutter, and served as lead developer for d.velop.
- Integrated Bluetooth Low Energy (BLE) devices for real-time data collection and reliable sync.
- Added live data over WebSockets and deep linking, and used Firebase for push notifications, analytics and remote configuration (Cloud Messaging, Analytics, Remote Config).
- Built the Centrum web app in React and an internal admin panel in AngularJS.
- Made releases more reliable with unit and integration tests.

Earlier experience

- **Full Stack Developer, Trendyol Group** (Jan 2016 – Jan 2017 · trendyol.com): built internal admin systems across the stack, from ASP.NET MVC and Web API services to the UI.
- **Junior Software Engineer, Neutec Technology** (Jul 2014 – Jan 2016 · neutec.com.tr): N-tier .NET applications and web front ends with JavaScript, jQuery and Bootstrap.

EDUCATION AND LANGUAGES

- **Education:** B.Sc. in Computer Engineering, Ondokuz Mayıs University, Samsun, Turkey (2010 – 2014)
- **Languages:** Turkish (native), English (C1, full professional proficiency), Ukrainian (A2, elementary proficiency)