Asim Olmez

Senior Mobile Engineer

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SUMMARY

12+ years in software, 5+ years in Flutter and 3 years in React Native for iOS and Android, 2+ years leading a mobile team of 4–6 engineers.

Full ownership from architecture to store release. Used to large codebases, high-traffic apps and real-time features. Focused on clean architecture, solid test coverage and performance, so apps stay easy to maintain as the team and the product grow.

Mobile developer since 2018, first with React Native, then Flutter. Before that, full-stack work with .NET, React and AngularJS, so backend APIs and databases (Supabase, Firebase, PostgreSQL, SQL Server) are an area I know well.

Works with Claude Code in an agentic way: project rules, custom skills, subagents and MCP servers set up for the whole codebase.

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

EXPERIENCE

Senior Mobile Engineer, Motiv LLC

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

- Two Flutter apps for the same fitness platform, one for creators and one for their users, both on iOS and Android.
- Owns the architecture of both apps, built on Clean Architecture and Bloc in one monorepo of shared packages.
- Built the data layer over REST and Supabase, with real-time updates shared by both apps.
- Handles the hard platform parts, from IAP and subscriptions to push and deep linking.
- Owns CI/CD on GitHub Actions, where tests and review gate merges and flags gate features.
- Set up a test pyramid for the monorepo, with unit tests at the base, widget and golden tests for the UI, and a thin layer of integration tests on top.
- Traces jank, memory leaks and slow startup in Flutter DevTools and fixes them at the source, so the UI stays smooth under heavy work.
- Set up agentic development with Claude Code: project rules, custom skills, subagents and MCP servers, with ADRs, code review and tests gating every merge.
- Agrees scope and priorities with the product team, and API changes with the backend team.

Senior Flutter Developer, Ice Open Network

Sep 2024 – Mar 2026 · ice.io

Online+ is a decentralized social app with posts, chat and a crypto wallet.

- Developed Online+ for iOS and Android, an app with a large active user base, as part of its Flutter team.
- Built the Web3 features: tokenized communities and the crypto wallet.
- Cut unnecessary widget rebuilds in the heavy feed and list screens after digging into how the widget, element and render trees work.
- Network, media and crypto work runs on Streams and isolates, so the UI thread stays free.
- Implemented offline-first data access with Drift (SQLite) to reduce dependence on the network.
- Real-time data over WebSockets, and native SDKs wired in through platform channels.

- Sentry for crash monitoring, feature flags for risky changes, GitHub Actions for CI, and a regular release cadence to the App Store and Google Play.

Senior Flutter Developer, Zazmic Inc (client: Barsys)

Jun 2024 – Aug 2024 · Contract · barsys.com

- Embedded Flutter into the client's existing native iOS and Android apps (add-to-app).
- Built the Bluetooth Low Energy (BLE) connection between the app and the Barsys cocktail machine.
- Brought a feature-first architecture and Codemagic CI/CD to the project.
- Made the same Flutter codebase run on web and mobile with adaptive layouts.

Senior Mobile Developer / UI Team Leader, Hologram Sciences

Jan 2017 – Mar 2024 · Senior Mobile Developer (2017 – 2021), UI Team Leader (2022 – 2024) · hologramsciences.com

- Led the UI team of 4–6 engineers from 2022: architecture and technical decisions, code review, mentoring, task assignment and sprint planning.
- Released five cross-platform apps on the App Store and Google Play (Eatwithava, Nutria, Gogo, Optijourney, Phenology), first in React Native and then in Flutter from 2021.
- Lead developer of Phenology, a women's health app with a BLE saliva-tracking device: device pairing, real-time data sync and firmware updates.
- Integrated REST APIs, live data over WebSockets, deep linking and Firebase (push notifications, analytics, remote config).
- Introduced unit and integration testing across the apps, improving release stability.
- Built the Centrum web app in React and an internal admin panel in AngularJS.

Full Stack Developer, Trendyol Group

Jan 2016 – Jan 2017 · trendyol.com

- Built internal admin and back-office tools for one of the largest e-commerce platforms in Turkey, from ASP.NET services to AngularJS front ends.
- Developed REST APIs with ASP.NET Web API and C#, working in a microservices setup with message queues between services.
- Database tables and queries lived on SQL Server, accessed through Entity Framework.

Junior Software Engineer, Neutec Technology

Jul 2014 – Jan 2016 · neutec.com.tr

- Built internal tools for the pharma industry as N-tier .NET applications with C#, ASP.NET and WCF services.
- Developed a barcode scanner app for Windows handheld devices, integrated with barcode and RFID scanners and label printers.

SKILLS

- **Flutter:** Bloc, Riverpod, multi-package monorepos, custom and adaptive UI, add-to-app, framework internals and rendering pipeline
- **Dart:** Dart 3, async and Streams, isolates, memory management
- **Software design:** OOP, SOLID, design patterns, clean and maintainable code, dependency injection
- **Engineering practice:** Clean Architecture and layered design, incremental refactoring of legacy code, scalable modular codebases, technical design discussions
- **Performance:** Flutter DevTools profiling, jank and memory leak fixes, cold start and app size, media compression
- **Mobile platform:** iOS and Android, platform channels, native SDK integration, Swift and Kotlin (working knowledge), push notifications, deep linking, in-app purchases, Bluetooth Low Energy (BLE)
- **Security:** secure storage, authentication, certificate pinning, code obfuscation
- **Data and APIs:** REST, WebSockets, offline-first with Drift (SQLite), Supabase, Firebase, PostgreSQL, SQL Server
- **Testing and quality:** unit, widget, integration and golden tests, lint rules, code review
- **CI/CD and release:** GitHub Actions, Codemagic, App Store and Google Play releases, feature flags, Sentry
- **AI-assisted development:** Claude Code (project rules, skills, subagents, MCP servers), AI-assisted planning, testing and code review, ADRs
- **Other stacks:** React Native, ReactJS, AngularJS, Node.js, C# and .NET (ASP.NET MVC, Web API, WCF)
- **Languages:** Dart, JavaScript, TypeScript, C#, SQL
- **Leadership:** technical leadership, mentoring, estimation and sprint planning (Agile/Scrum), stakeholder communication

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)

I consent to the processing of my personal data for the purpose of this recruitment process (GDPR).