



Furkan Kara

iOS Developer

Contact

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Skills

Swift



API integration



Debugging



URLSession for networking



UIKit expertise



Cocoa touch experience



Localization and internationalization



SwiftUI framework



iOS Developer with 5 years of experience in building intuitive, high-performance, and user-focused applications using **Swift** and **Objective-C**.

Skilled in leveraging modern frameworks and technologies to enhance functionality, maintainability, and overall user experience.

Well-versed in **UI/UX best practices**, ensuring seamless and engaging interfaces that meet both user and business needs.

Actively contributed to **large-scale projects** such as **Akbank Mobile** and **Türk Telekom Mobile**, focusing on architectural design, test infrastructure, and modular development.

Work History

iOS Developer

Innova Bilişim, İstanbul, Turkey

2024-05 -
Current

- Contributing to the ongoing development of the **Türk Telekom Mobile application**, with a focus on architecture, testing, and delivery.
- Implementing the **VIPER architecture** to promote separation of concerns, maintainability, and scalability across the codebase.
- Led the adoption and implementation of **unit testing** practices across the iOS team, establishing a robust test infrastructure using XCTest.
- Utilizing both **Swift** and **SwiftUI** to build modern, responsive, and maintainable user interfaces.
- Taking ownership of **package and dependency management**, optimizing build

Push notifications implementation

RESTful API integration

Agile development

Languages

English

pipelines and maintaining CI stability.

- Actively working in an **Agile environment**, participating in sprint ceremonies and cross-functional planning.
- Frequently taking on **technical leadership** responsibilities within the iOS team, mentoring developers and driving best practices in architecture and testing.

iOS Developer

Akbank, İstanbul
(Remote)

2022-09 - 2024-05

- Implemented **Clean Swift (VIP)** architecture to ensure a scalable and maintainable codebase.
- Developed and maintained **modular features**, including a **shared component library** for UI reuse across Swift and SwiftUI codebases.
- Designed and implemented several features using **SwiftUI**, leveraging declarative UI patterns and Combine where applicable.
- Wrote **unit tests** and **snapshot tests** to improve test coverage and UI consistency using XCTest and custom tools.
- Contributed to the integration of the **Backend-for-Frontend (BFF)** architecture to optimize data handling and improve performance.
- Worked in an **Agile Scrum team**, actively participating in sprint planning, daily stand-ups, and code reviews.
- Collaborated across multiple codebases, maintaining compatibility between **Swift**, **SwiftUI**, and legacy **Objective-C** components.

iOS Developer

MIOPS, İstanbul

2022-03 - 2022-09

- Researched and selected APIs for integration into development projects.

- Worked with quality assurance team to confirm app compatibility with analogous solutions on other platforms.
- Applied Agile software development methodology to elevate final products and streamline development efforts.
- I worked with my team with the BitBucket.
- I working with SwiftUI right now. Our app will be on the market soon.
- Developed robust, scalable, maintainable, and testable code for various iOS applications.
- Developed reusable code modules, resulting in reduced development time for future projects.

iOS Developer

*Bosphorus Digital,
İstanbul*

2021-12 - 2022-03

- Researched and selected APIs for integration into development projects.
- Worked with quality assurance team to confirm app compatibility with analogous solutions on other platforms.
- Applied Agile software development methodology to elevate final products and streamline development efforts.
- I am writing the design and architectural codes of many projects here. This project is Profile Viewer, Afrodit, Pet Match, Daily Tarot, Fal Ajna.

iOS Bootcamp

*Pazarama - Yazılım Köyü,
İstanbul*

2021-12 - 2022-01

- KASIM ADALAN I received 1.5 months of training from my teacher. I have seen many iOS foundation and software architectures such as VIPER PATTERN in this tutorial.

iOS Developer Intern

2021-08 - 2021-11

Eron Elektronik, İstanbul

- I used artificial intelligence and machine learning in the application I made here. I implemented this application in 3 stages. The first step was to detect the pose of the human. The second step was to create an artificial intelligence model. As the last step, I put the model into practice and detected the movements of the people.

iOS Developer Intern

2021-01 - 2021-03

MIOPS, İstanbul

- Researched and selected APIs for integration into development projects.
- Worked with quality assurance team to confirm app compatibility with analogous solutions on other platforms.
- Applied Agile software development methodology to elevate final products and streamline development efforts.
- I wrote an iOS app in Swift. In this app I connect to a device by scanning it with UUID. Then I connect to this device via bluetooth. In the next step, I connect to the barcode printer. And I connect to the device that I scan with the UUID to the barcode printer. I am converting the name of this device to hexadecimal data. I am sending this hex data to my printer. My printer restores this data and prints it as a QR code.

Education

Graduate: Computer Engineering

2017-09 - 2022-06

Kocaeli University - Kocaeli

I studied English preparation for 1 year.

Certifications

No certifications listed.