

# Oğuzhan YILDIRIM

## Product-Oriented Mobile Developer

I'm a mobile-focused SaaS developer with strong technical skills and a sharp product mindset.

Several of the apps I've built with Flutter have surpassed 100,000+ downloads. I manage the entire product lifecycle — from ideation to deployment — including UI/UX design (Figma), frontend development, backend integration (Firebase, Supabase, REST APIs), subscription infrastructure (RevenueCat), app store operations, user analytics, and marketing strategy.

I work confidently with Azure and Google Cloud — not only for AI tasks, but also for authentication, storage, and monitoring services.

I actively integrate AI capabilities using platforms like OpenAI, with a solid understanding of their core principles and how to align them with product needs.

I also write Python scripts and APIs when needed, and have practical SQL knowledge for working with structured data.

My goal is not just to build apps, but to think, grow, and scale sustainable products that deliver real value on a global level.

### Experience

Mobile App Developer / Product Builder  
Odamobil Teknoloji Ltd. · Nov 2023 – Present

- Developed 2+ mobile apps with Flutter, reaching over 100,000 downloads
- Managed full product lifecycle: from idea to App Store/Google Play launch
- Designed UI/UX in Figma and implemented end-to-end mobile development
- Integrated Firebase, Supabase, and custom REST APIs for backend solutions
- Built subscription infrastructure with RevenueCat, including A/B testing and remote payroll control
- Connected analytics and ad platforms: Google Analytics, Meta SDK (Facebook), TikTok SDK
- Handled localization, pricing strategies, and ASO for global distribution
- Integrated AI solutions using OpenAI, Azure, and Google Cloud services
- Actively contributed to marketing, monetization, and product growth strategies within a SaaS framework

### Projects & Achievements

Teknofest Competitions  
Team Leader · 3-Time Finalist · 2020 – 2023

- Participated in Teknofest with two different engineering teams as team captain
- Achieved 2nd place, 4th place, and finalist positions across national competitions
- Led cross-functional student teams through research, prototyping, testing, and reporting phases
- Gained hands-on experience in hardware-software integration, project planning, and public presentations
- Played an active role in university tech clubs for 3 years, organizing events and mentoring newcomers

Featured Work – Live Apps I've Developed

- AI Question Answer (100K+) - [Android](#) - [iOS](#)
- Voxi - Text to Speech (New) - [Android](#) - [iOS](#)
- Plantoo: AI Care & Identifier (50K+) - [Android](#) - [iOS](#)
- AI HeadShot Studio (20K+) - [Android](#) - [iOS](#)
- Sketch Drawing (20K+) - [Android](#) - [iOS](#)



### Education

Konya Technical University

Computer Engineering

2019-2023

GPA 3.3

### Skills

- Flutter & Dart
- Firebase & Supabase
- REST API integration
- Git & GitHub version control
- Swift (basic level)
- Python (automation & lightweight APIs)
- SQL & Firestore querying
- OpenAI APIs
- Azure & Google Cloud services
- Figma (UI/UX & store assets)
- RevenueCat (subscriptions & A/B testing)
- Google Analytics, TikTok SDK, Meta SDK
- App Store / Google Play operations
- ASO (esp. on Apple)
- A/B testing & remote payroll control
- Localization & pricing strategy
- UI/UX flow & onboarding optimization
- MVP planning & competitor analysis
- Agile workflow & sprint habits
- Full product lifecycle ownership

### Language

- Turkish — Native
- English — Intermediate (B2)