BUĞRA ÇİFTÇİ

iOS Software Engineer — Swift, SwiftUI & Apple Ecosystem

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PROFILE

Computer Engineering graduate (Bahçeşehir University, Jul 2026) and iOS Software Engineer with commercial production experience and **10+ monetized native apps** on the App Store (~**$500 MRR**, **>99.5% crash-free** across 30+ developed titles). Specialized in **Swift 6**, **SwiftUI**, **UIKit**, **Apple CarPlay (CPTemplate)**, **ScreenTime API (FamilyControls)**, **WidgetKit**, **Keychain** security, **StoreKit 2 / RevenueCat**, and structured concurrency.

TECHNICAL SKILLS

iOS & Apple Frameworks: Swift 6, SwiftUI, UIKit, Combine, Structured Concurrency (async/await, Actors), CarPlay (CPTemplate), FamilyControls / DeviceActivity (ScreenTime API), WidgetKit, AVFoundation

Architecture & Persistence: MVVM, Clean Architecture, Protocol-Oriented Programming, Dependency Injection, Core Data, SwiftData, Keychain Encrypted Storage, Modular UI Libraries

Monetization, APIs & Quality: StoreKit 2, RevenueCat, RESTful APIs, URLSession, Codable, Offline Caching, XCTest Unit Testing, Xcode Instruments (Time Profiler & Leaks)

Release & Developer Tooling: Xcode, Swift Package Manager (SPM), Git/GitHub, TestFlight, App Store Connect, CI/CD Workflows, Firebase Analytics/Crashlytics, Figma, Jira

EXPERIENCE

iOS Developer | **Bosphorus Digital** *Sep 2025 – Jul 2026*

- Engineered production iOS applications using **Swift 6, SwiftUI, and MVVM**, sustaining **60/120 FPS** rendering performance and strict Apple Human Interface Guidelines compliance.
- Architected reusable, modular **SwiftUI component libraries** shared across product squads, cutting new feature screen implementation time by ~**30%**.
- Built fault-tolerant asynchronous **REST networking layers** with custom **URLSession** policies, typed **Codable** contracts, and clean UI/state/domain separation.
- Collaborated across Agile sprints with product managers, UI/UX designers, and backend engineers on technical scoping, **peer PR code reviews**, and App Store releases.

iOS Developer Intern | **United Yazılım** *Jun 2025 – Aug 2025*

- Developed an **Apple CarPlay extension (CPTemplate)** for navigation and in-vehicle workflows, adapting core features to strict driver-safety and low-distraction constraints.
- Engineered **real-time bidirectional state synchronization** and reactive data pipelines between the primary iPhone application and the CarPlay head-unit display.
- Accelerated legacy **UIKit ViewController migration to SwiftUI** while hardening session authentication with **Apple Keychain** encrypted token persistence.

Indie iOS Developer & Founder | **Independent (App Store Portfolio)** *Jan 2024 – Present*

- Designed, built, and scaled a commercial portfolio of **10+ actively monetized iOS apps** (across 30+ published titles in AI audio/video, vision, productivity, and utilities) generating ~**$500 MRR**.
- Implemented **StoreKit 2 & RevenueCat** entitlement verification, **AVFoundation** streaming media players, and system-level **ScreenTime / WidgetKit** app extensions.
- Owned end-to-end release engineering, **TestFlight** beta distribution, **Firebase** crash/funnel telemetry, and ASO, sustaining **>99.5% crash-free** sessions.

SELECTED PROJECTS

Sunio AI (Music Creator) & Vido (AI Video Generator) *(SwiftUI, AVFoundation, Generative AI APIs, StoreKit 2)*: Live App Store multimedia AI apps featuring asynchronous generation polling, a custom glassmorphic **AVFoundation** mini/full-screen audio player state machine, and subscription paywalls.

SeeDifferent & Skincare AI (Face & Color Vision) *(Swift 6, iOS 17+, Live Camera Vision, Instruments)*: Real-time accessibility and facial skin scanning apps delivering **60 FPS live camera frame processing**, color-space transformation, and interactive vision diagnostics.

PomoBlock, Day Planner & StickyNotes++ *(FamilyControls, ManagedSettings, DeviceActivity, WidgetKit)*: System-level iOS productivity suite enforcing rule-based app blocking shields via Apple's **ScreenTime API** alongside interactive Home/Lock Screen widgets.

EDUCATION & LANGUAGES

B.S. in Computer Engineering, Bahçeşehir University *2022 – Jul 2026 (Graduated)*

Core Coursework: Data Structures & Algorithms, Object-Oriented Programming (OOP), Database Management Systems, Operating Systems, Software Engineering, Computer Networks

Languages: English (Professional Working Proficiency – B.S. taught 100% in English) • Turkish (Native)