BARIS KOC
Software Engineer

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https://bariskoc.info (**Software Portfolio**)
https://bariskoc.net (Musician / Singer / Songwriter)

https://github.com/bkoc
https://linkedin.com/in/bariskoc

Summary

Seasoned Software Engineer with extensive experience in native iOS application development, full-stack web, and game development. Known for developing sophisticated native iOS applications for startups that drive substantial user growth and engagement. Proven leadership in leading iOS development teams and collaborating with C-suite executives to achieve strategic goals. Successfully obtained H-1B visa and permanent residency through employer sponsorship, demonstrating commitment and value recognition. Contributed significantly to the growth of iOS application users on Apple platforms from 5,000 to over 150,000 monthly active users at Kuna Systems. Developed the technical mobile foundation for BtcTurk, which supported their subsequent growth to millions of users and culminated in a reported $3.2 billion acquisition.

Skills

Swift, Objective-C, JavaScript, Ruby, C, C++, Java
Vapor, Next.js, React, Ruby on Rails, Docker, CI/CD,

Serverless, AWS, DynamoDB, PostgreSQL, Redis
Xcode, Git, Jira, Figma, Adobe Suite

Experience

(November 2023 - Present)
Bootstrapping, Self-employed

- Developing and exploring personal projects utilizing Large Language Models (LLMs) and generative AI using Swift on iOS, AWS Serverless architectures, and Swift AWS Lambda Runtime.

(January 2022 - November 2023)
On Sabbatical

(November 2015 - December 2021)
Kuna Systems, Lead iOS Engineer

https://www.getkuna.com - https://www.idter.com

My six-year tenure at Kuna reflects a track record of productivity, innovation, leadership, and adaptability in a dynamic and high-growth environment. I consistently delivered high-quality iOS applications, led my team to success, and played a pivotal role in the company's evolution and expansion into new markets. As a key member of the core development team, I demonstrated exceptional autonomy and proficiency in the end-to-end development and management of iOS software features, consistently ensuring viability, feasibility, on-time, and on-budget delivery. I adapted to different phases and challenges, consistently focusing on the company's mission and objectives. I was instrumental in user growth on Apple platforms from 5,000 to over 150,000 monthly active users on consumer and commercial applications.

- As the head and owner of iOS development, spearheaded all aspects of software development for Apple platforms, ranging from design, development, delivery, to maintenance. Showed proficiency in Objective-C, Swift, C, C++, and JavaScript, consistently delivering top-notch consumer and commercial applications.
- Collaborated seamlessly with stakeholders, designers, cross-functional teams and QA to ensure seamless integration and feature parity.
- Established, interviewed, managed, and led an efficient distributed remote iOS development team. Coordinated and managed the iOS development cycle hands-on using agile methodologies by planning and distributing work, overseeing progress, reviewing code and ensuring quality. Mentored interns and engineers assisting their growth, collaborating effectively with colleagues, fostering a thriving work environment.
- Architected, implemented and oversaw key iOS app features, such as device setup via BLE, device management and configuration, live camera streams, two-way audio intercom with acoustic echo cancellation, camera and recording browsing and recording playback, user management, automated greetings, news and rich user notifications.
- Streamlined best practices and implemented a robust continuous integration pipeline for iOS development, ensuring high-performance applications with a 99.9% crash-free rate serving hundreds of thousands of monthly active users with a cadence of biweekly app releases.
- Continuously monitored and analyzed app usage and performance, leading to significant enhancements in app functionality and design, and driving the development of new, user-focused features. Substantially optimized the applications, improved the app client time to connect to the camera feeds and other key flows such as cold start sequence of the applications.
- Utilized graphical design skills to provide essential assets, including mocks, flow charts, diagrams, and UX processes, optimizing resource utilization. Delivered highly polished, animated and visually appealing applications.
- Envisioned and enabled proof-of-concept demo applications and tools for research and development, marketing events, and factory quality assurance.
- Collaborated closely with the marketing team to support product launches and marketing efforts.
- Proactively engaged with customer support and customers when necessary to train, analyze pain points, and deliver tailored solutions. Effectively managed relations with third-party services and products leveraged by the company.
- Secured H-1B visa and permanent residency through company sponsorship.

(March 2015 - October 2015)
BtcTurk, Lead Mobile Engineer

- Joined after MVP release to review the code. Enhanced and refined the BtcTurk iOS application, focusing on improving the existing Objective-C codebase through bug fixes and the implementation of Object-Oriented Design patterns.
- Successfully upgraded the application to be compatible with iOS 6 through iOS 8.
- Led the development of versions 2.0 and 3.0, utilizing Objective-C and C.
- Integrated the iPad and iPhone versions into a cohesive universal iOS application, utilizing Auto Layout for optimal user experience across devices.
- Implemented internationalization and localization of the app, broadening its accessibility and market reach.

(January 2014 - January 2015)
MenüyeBak, Founder, Full Stack Web & Mobile Software Engineer

- Designed and developed a location-based social visual restaurant menu web and native mobile apps utilizing Ruby on Rails.

(January 2015 - March 2015)
MobileAction, iOS Engineer

- Developed app store optimization tools including 2 iOS applications, managing UI/UX design and iOS App Store publishing.

(June 2005 - November 2015)
Various Roles, Full Stack Web & Mobile Software Engineer

- For more detail: https://bariskoc.info/resume/baris-koc-full-2024.pdf

HONORS & AWARDS

BKAsciiImage is featured in:
- iOSBytes podcasts by Code School *https://iosbytes.codeschool.com/episodes/69-episode-67-april-30th-2015*
- iOS Developer Tips *http://iosdevelopertips.com/graphics/convert-uiimage-to-ascii.html*
- Awesome iOS *https://github.com/vsouza/awesome-ios*

Cmd.fm iOS app, FWA Mobile of the Day: June 22 2015 *http://www.thefwa.com/mobile/cmd-fm*

Cmd.fm, Product Hunt's Best Startup of the Day with 550 Upvotes *http://www.producthunt.com/tech/cmd-fm*

Kuna iOS app is showcased by Apple at WWDC 2017 *https://developer.apple.com/videos/play/wwdc2017/817/*

Education

Istanbul Bilgi University Istanbul (2008 - 2010)
MBA, Master of Business Administration

Bilkent University Ankara, (2003 - 2007)
Bs, Computer Science

Deutsche Schule Istanbul Istanbul (1995 - 2003)

Languages

Turkish (native), English, German

Open Source

BKAsciiImage, *https://github.com/bkoc/BKAsciiImage*
BKAsciiImage is a library written in Objective-C which generates ASCII art rendered images from UIImage images.

BTCTraderApi, *https://github.com/BTCTrader/broker-api-objectivec*
Objective-C client of the BTCTrader broker API

Shameless Plug: https://www.youtube.com/watch?v=pyhFpZPOQIA