KEREM USLULAR

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Professional Experience

Software Engineer (iOS, Android)
PENSA SYSTEMS | Austin, TX (Remote)
September 2024–Present

- Refactored the company's iOS app from a monolithic SwiftUI project into a modular UIKit-based architecture, introducing *PensaCore*, a configurable framework that supports multiple white-label apps.
- Developed and launched a partner-specific retail optimization app built on *PensaCore*, enabling rapid customization for client requirements while sharing a unified codebase.
- Designed and implemented *Pensa ODR*, an on-device recognition app that brings the company's AI models from the cloud to Core ML, achieving near-cloud-level accuracy while eliminating dependency on network connectivity.
- Built a unified *Swift Package (SPM)* from scratch combining PyTorch Lite and TorchVision Ops, enabling deployment of our cloud-trained models on-device. This package filled a critical ecosystem gap and streamlined AI model integration across Pensa's mobile apps.

Software Engineer (iOS, Backend)
SOCIABLE | Istanbul, Turkey
October 2023–September 2024

- Resolved critical latency issues in the four-player game *Rummikub.*
- Engineered a full-featured in-app wallet system, enabling creators to receive and manage revenue seamlessly.
- Designed and developed the *Bubbles* feature for *Hola*, introducing a new way for users to connect and interact within the app.

Software Engineer (iOS, Backend)
VISIOLINK | Aarhus, Denmark (Remote)
August 2022–October 2023

- Collaborated with cross-functional teams across Europe on a modular iOS architecture powering 2,000+ news apps.
- Delivered new ePaper apps for major clients including *Amedia*, *Irish Times*, *De Persgroep*, and *BILD*.
- Developed internal configuration tools that allowed real-time updates to live apps, streamlining deployment workflows.
- Refactored legacy modules such as "Newest Issue" and "Podcast" from Objective-C to Swift for improved maintainability and future development efficiency.

Software Engineer (iOS, Backend, Unity)
SOCIABLE | Istanbul, Turkey
June 2020–August 2022

- Led the end-to-end development of *Word Game*, Sociable's first Unity-based mobile title.
- Modernized the legacy codebase by migrating from Objective-C to Swift 5 and replacing the deprecated Texture framework with native Auto Layout.
- Re-implemented the backend in type-safe TypeScript, improving reliability and reducing runtime issues.

Education

BOGAZICI UNIVERSITY | Istanbul, Turkey
August 2022
B.SC. in Computer Engineering

- **Placement:** Ranked 711th among 2 million students in University Exams (LYS)
- **Thesis:** Food Recognition and Nutrition App
- Developed an iOS app using machine learning and computer vision, using Core ML for on-device machine learning, Swift for app development, and an external nutrition database for nutritional information retrieval. The app recognizes and classifies food items in real-time, providing users with nutritional information.