

EGE KAYA

SENIOR MOBILE APPLICATION DEVELOPER • egekaya.com • TURKEY • 05374808099

DETAILS

Turkey
05374808099
ege1895@gmail.com

Date / Place of birth
18.09.1995
Turkey
Nationality
Turkish

GITHUB

<https://github.com/Ege1895>

SKILLS

Product Development

Mobile App Publishing

Monetization Strategy
(IAP, Ads & Subscriptions)

AI-Assisted Development

AI Workflow Design

LLM Integration

Prompt Engineering

Rapid Prototyping

App Development

Flutter DevTools

Flutter

RESTful API Integration

Dart

Clean Architecture

PROFILE

Mobile application developer with 8+ years of software development experience, currently focused on building and shipping production-ready Flutter applications and games for iOS and Android using Flutter, Dart, and Firebase. Experienced in designing scalable application architectures, implementing clean and maintainable code following SOLID principles, integrating RESTful APIs, and delivering high-performance user experiences. Skilled in Riverpod, Firebase services, monetization systems, and end-to-end product development, from rapid prototyping and MVP creation to App Store and Google Play publishing. Backed by extensive experience in Unity-based game development, providing a strong foundation in performance optimization, real-time systems, and scalable product development.

Portfolio Web Site : <http://egekaya.com/>

EMPLOYMENT HISTORY

Co-Founder — Development & Publishing | Egora Games, Türkiye

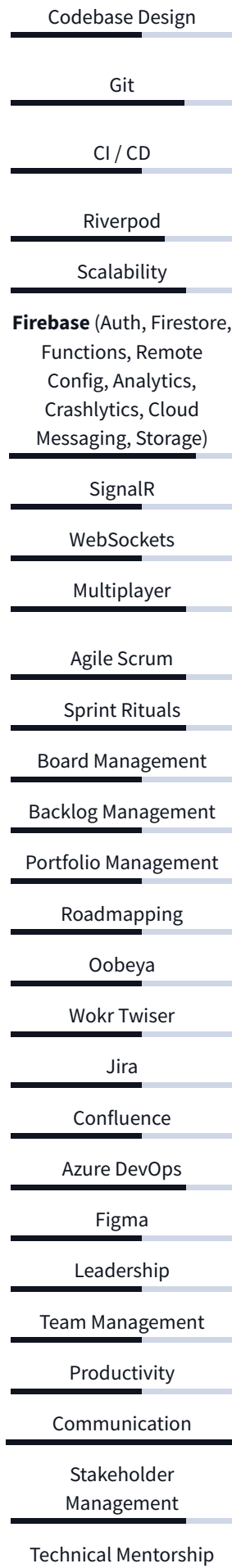
May 2026 — Present

Egora Games is an independent mobile app and game studio focused on building high-quality Flutter applications and games for iOS and Android. We develop scalable, production-ready products using **Flutter**, **Dart**, and **Firebase**, leveraging services such as **Authentication**, **Firestore**, **Cloud Functions**, **Remote Config**, **Analytics**, **Crashlytics**, **Cloud Messaging**, and **Storage**. Our development approach emphasizes **Clean Architecture**, **SOLID principles**, **Riverpod-based state management**, **RESTful API integration**, performance optimization, and rapid MVP delivery. We manage the complete product lifecycle, from ideation and development to App Store and Google Play publishing.

Key Responsibilities & Achievements

- Developed and shipped production-ready Flutter applications and games for iOS and Android.
- Designed scalable application architectures following **Clean Architecture** and **SOLID** principles.
- Implemented **Riverpod** state management and integrated Firebase services, including **Authentication**, **Firestore**, **Cloud Functions**, **Remote Config**, **Analytics**, **Crashlytics**, **Cloud Messaging**, and **Storage**.
- Integrated **RESTful APIs**, **Google AdMob**, **In-App Purchases (IAP)**, and subscription-based monetization systems.
- Managed application releases through **App Store Connect** and **Google Play Console**, including store compliance, publishing, and version management.
- Optimized application performance, stability, and user experience using **Flutter DevTools** and best development practices.
- Built and currently maintain multiple Flutter products, including two mobile games and a gym management application.
- Flutter application and game source code is available for review through a private GitHub repository upon request.**

Website: <https://www.egoragames.com>



Senior Game Developer at GoArt Kripto Varlık Alım Satım Platformu Anonim Şirketi, Istanbul

October 2021 — February 2026

Roof Stacks is a versatile organization that has established a strong presence in the global knowledge economy. With offices in Türkiye and the United States, Roof Stacks aims to elevate user experience to exceptional levels through the projects it develops. Our vision is to design tomorrow and interpret the future today.

As a natural extension of this vision, **GoArt Worlds**, developed by Roof Stacks' subsidiary **GoArt Technology Inc.**, is an innovative Web3 platform that redefines the boundaries of the digital world. **Since September 2025, the Game development activities of GoArt Worlds have been overseen under the role of Acting Head of Game, ensuring technical leadership, architectural consistency, and the alignment of Game strategy with product vision.**

GoArt Worlds offers an immersive ecosystem that bridges physical and digital realities. Within the platform, users can create unique avatars, explore historical locations and futuristic digital worlds through time portals, take on missions, and generate real value within an in-game economy.

With augmented reality (AR) support, the platform invites players on journeys across time, while providing brands and content creators with direct engagement and new revenue models powered by Web3 technologies. Innovative mechanics such as NFTs, tokenized rewards, loyalty programs, and gamified experiences enable users not only to enjoy immersive content but also to actively create value.

GoArt Worlds is a next-generation, Web3-based exploration and time-travel platform designed to unlock new forms of digital interaction for both players and brands. Within this unique universe, participants can earn real-world rewards through virtual experiences while securely owning digital assets in a decentralized manner.

Web Sites : <https://www.goartworlds.com/> - <https://roofstacks.com/tr>

R&D Software Engineer at Rollmech Automotive

October 2020 — October 2021

Rollmech Automotive is a dynamic and flexible company operating in the international automotive sector, providing first-class services as a co-designer and full system supplier. The company is a recognized and significant player in the European automotive market.

At **Rollmech Automotive**, contributed to **two main XR projects** during the tenure. One project was a **HoloLens 2-based XR solution** developed in collaboration with **Ford USA**.

The second project focused on **occupational health and safety (OHS) simulation solutions**, developed using **Oculus Quest 2**, aiming to improve training effectiveness through immersive XR experiences.

Web Site : <https://www.rollmech.com/>

Unity Developer at Reo-Tek, Ankara

May 2019 — September 2020

Reo-Tek is a full service design and production company and developer of interactive technologies within METU Technopolis in Ankara, Turkey. Reo-Tek's range of products include interactive applications that appeal to education, cultural heritage, museums and exhibitions.

At **Reo-Tek**, contributed to **four different immersive projects** during the tenure at the company. The primary project was a long-term **virtual reality solution focused on personality assessments aimed at simplifying human resources processes**, developed for **Oculus Quest 2** and actively maintained throughout the employment period.

LANGUAGES

Turkish

English

HOBBIES

I enjoy staying active and regularly engaging in sports, with basketball being one of my strongest interests.

I appreciate social environments and enjoy attending gatherings and parties, as they allow me to connect with people and build meaningful relationships. I have a broad and diverse taste in music and enjoy discovering new genres and artists.

Traveling is one of my favorite hobbies, as it allows me to explore different cultures, places, and perspectives.

In addition, took part in an **interactive museum project inspired by the Göbeklitepe concept**, as well as immersive installations exhibited at the **Atlas Cinema Museum**, including **green screen applications** and **film pool interactive projects**, designed to enhance visitor engagement through XR technologies.

Web Site : <https://www.reo-tek.com/>

Unity Developer at Umay Museum Design & Technologies, Eskisehir

September 2018 — May 2019

Umay produce cardboard applications where it can travel time to ancient cities.

Within **Umay Museum**, contributed to **four different immersive projects** focused on cultural heritage and interactive experiences. These projects included a **mobile Cardboard VR application**, an **augmented reality (AR) experience**, an **interactive virtual cycling race**, and an **interactive 3D display project**, all designed to enhance visitor engagement through XR technologies.

Web Site : <https://umaymdt.com/>

REFERENCES

Ziya Ercan Erdem - Chief Technology Officer from Roofstacks

erdem.ziyaercan@gmail.com · 533 746 62 91

Mehmet Ertekin - Chief Growth Officer from GoArt

ertkin@gmail.com, volkanogus@gmail.com · 537 365 00 04

Fatih Cebeci - Head Of Game Development from Roofstacks

fatih.cbc34@gmail.com · 507 744 66 20

Ali Burak Başaran - Head Of Development from Roofstacks

aburakbasaran@gmail.com · 545 819 79 76

EDUCATION

Beykent University, Software Engineering, İstanbul

September 2013 — October 2018

I am a graduate of **Istanbul Beykent University**, where I earned my **Bachelor's degree in Software Engineering** from the **Faculty of Engineering and Architecture**. During my undergraduate education, I built a strong foundation in software development principles, computer science fundamentals, and engineering-oriented problem-solving approaches.

Throughout my studies, I focused on developing analytical thinking, algorithmic reasoning, and structured software design skills, which later became essential in my professional career. The engineering curriculum helped me gain a solid understanding of software architectures, development lifecycles, and best practices, while also fostering a disciplined and solution-oriented mindset.

Graduating with a **Bachelor of Science (B.Sc.) degree**, I combined my academic background with hands-on experience to transition into real-world software development and XR technologies. My education at Istanbul Beykent University played a key role in shaping my technical perspective and provided a strong academic base for my work in Unity, XR systems, and large-scale interactive projects.

University Website: <https://www.beykent.edu.tr/>

INTERNSHIPS

Software Architect Intern at Anadolu University BAUM, Eskisehir

June 2017 — July 2017

Experience in .net Core technology has been achieved.

Unity Developer Intern at UMay Museum Design & Technologies, Eskisehir

July 2018 — August 2018

Experience on VR and AR application development was achieved on the Unity program.