CURRICULUM VITAE

Semih Cihan

Senior Software Engineer

Mobile · AI Agent Workflows · Developer Tooling · Technical Leadership

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SUMMARY

Software engineer with **over 13 years of experience** building applications, leading teams, and delivering developer tools. Brings **deep mobile expertise** alongside hands-on experience in TypeScript, Node.js, **MCP servers**, and AI integration. Uses **AI agents and automation to work across technologies**, from mobile products to developer tooling, taking ownership from problem definition through implementation and delivery.

EDUCATION

B.S. in Computer Engineering · Boğaziçi University · 2009–2013 · GPA: 3.27 / 4

WORK EXPERIENCE

Senior iOS Developer
Ounass
(2025–Present)

Luxury online shopping in the UAE

Developing the iOS catalog experience within a **team of 9 iOS developers**, with a focus on app modernization, framework testing, and **developer automation**.

Senior iOS Developer
Urbint
(2023–2025)

AI-powered worker safety software

Developed **Worker Safety** within a 30-person team and **led the iOS Community of Practice**.

Co-Founder
Lagot Games
(2021–2024)

Hypercasual mobile game studio

Co-founded and led a six-person game studio, overseeing game ideation, development, and delivery.

Senior Mobile Developer
Focustapps
(2016–2021)

Designs and develops web and mobile applications for business solutions

Built **React Native and native iOS applications** and reusable internal libraries distributed through CocoaPods.

Senior iOS Developer
Digital Turbine (formerly AdColony)
(2015–2016)

Mobile advertising network

Developed a **customizable native iOS framework** for content applications with mobile advertising.

iOS Developer
Commencis
(2013–2015)

Digital product development and cloud solutions

Led iOS development for the redesign of the CEPTETEB mobile banking app.

SKILLS AND COMPETENCES

AI & Automation	AI agent workflows, agent skill authoring, MCP servers, LLM integration, developer automation
Mobile	iOS, Swift, Objective-C, SwiftUI, UIKit, Combine, Swift Concurrency, React Native, Expo, Core Data
Languages & Web	TypeScript, JavaScript, React, Redux, Node.js
Engineering & Cloud	Mobile app architecture, unit testing, UI testing, CI/CD pipelines, AWS
Leadership	Team leadership, cross-functional collaboration, mentoring, adaptability, attention to detail, conflict resolution

CERTIFICATIONS

AWS Certified Solutions Architect – Associate

SELECTED WORK

Ounass
(iOS)

- Contributing to the **SwiftUI migration** of the catalog experience and writing unit tests for internal frameworks.
- Authoring reusable **agent skills** and implementing and managing **AI agent workflows** for iOS development.

iOS, Swift, SwiftUI, unit testing, AI agents, skill authoring, developer automation

ASO CLI
(Indie, Open Source)

- Built an open-source, **agent-first App Store Optimization package** for keyword research, scoring, and automation.
- Exposed the same research pipeline through a CLI with machine-readable JSON output and an **MCP server** for AI agent workflows.

TypeScript, Node.js, MCP, AI agents, CLI tooling, automation · GitHub

StoreConfig
(Indie, Open Source)

- Built a local CLI to **automate App Store Connect management** through version-controlled JSON configurations. Included an **MCP server** exposing schemas, business rules, and CLI guidance for AI-assisted workflows.

TypeScript, Node.js, MCP, CLI tooling, automation, configuration as code

Worker Safety
(Urbint)

- **Architected and implemented the job safety briefing flow**, collaborating with cross-functional teams to address user needs.
- Designed offline capabilities backed by **Core Data and Apollo GraphQL** while mentoring junior developers.
- Led weekly Community of Practice meetings for **8 iOS developers**, improving CI/CD pipelines, code quality, and developer experience.

iOS, Swift, UIKit, SwiftUI, Core Data, GraphQL, cross-functional collaboration, mentoring, leadership

What Beats Rock
(Indie, iOS & Android)

- Built an AI-powered rock-paper-scissors game using SwiftUI, React Native, Firebase, and Gemini.
- Localized into 7 languages; **reached 200K+ installs**.

AI, SwiftUI, React Native, Firebase, Gemini, mobile game

Guns and Bounce
(Lagot Games)

- Developed the game concept around emerging mobile gaming trends.
- Iterated on gameplay and launched globally on iOS and Android.
- Reached **1 million downloads** in the first two months.

team management, project management, founder, Unity, iOS, Android, ideation, Kanban

Carbon
(AdColony)

- Created a customizable iOS framework integrating mobile ads, push notifications, and analytics, **reducing development and maintenance effort** and improving stability.

iOS, Objective-C, UIKit, white labeling, mobile advertising, framework, CocoaPods, Scrum, unit testing

CEPTETEB
(Commencis)

- Delivered the complete redesign of CEPTETEB, **leading a team of 5 iOS developers**.

project lead developer, iOS, Objective-C, UIKit, REST, mobile banking, Scrum, unit testing, iBeacon

Milliyet
(AdColony)

- Rebuilt Milliyet using Carbon, reducing the crash rate **from 8% to 0.1%** while **doubling page views and average session duration**.

iOS, Objective-C, architecture, UIKit, mobile advertising, CocoaPods, Scrum, REST

REFERENCES

Available upon request