



Onat Çipli

Senior Mobile Developer & Founding Engineer
Izmir, Turkey · Remote · Open to relocation

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PROFILE

Senior mobile developer, eight years with Flutter at the centre and React Native, native iOS and Android where a project called for them. Shipped production apps for clients in Ireland, the UK, Germany and Greece, with deep expertise in video and audio streaming, DRM and flavor-based multi-app architecture. I maintain Flutter Rename CLI at 47,600 downloads a month on pub.dev and run AppHouse, my own app studio with 20 apps on the App Store, where I design and A/B test the onboarding and paywall flows myself and hold every change to completion, paywall view and trial start rates.

SKILLS & EXPERTISE

Mobile	Flutter · React Native · SwiftUI · Swift · Kotlin · Ionic	Languages	Dart · TypeScript · JavaScript · Swift · Kotlin · Python
State & Architecture	Provider · BLoC · GoRouter · GetIt · Freezed · Clean Architecture · MVVM · Flavor-based multi-app · Unit Testing · CI/CD	Web	React · Next.js · Vue.js · Astro · Tailwind
Firebase	Auth · Firestore · Cloud Functions · Storage · Analytics · Remote Config · Crashlytics · Cloud Messaging	Backend & Cloud	Cloudflare Workers · D1 / R2 / KV · RevenueCat · Node.js · REST · GraphQL
AI	Claude Code · Codex · AI agent skills · Gemini / OpenAI / FalAI APIs · Firebase AI Logic · Structured output & vision QA pipelines	Streaming & Media	Video/Audio Streaming · DRM · Background & offline playback

WORK EXPERIENCE

Founder & Mobile Developer · [AppHouse](#) · apphouse.co · Remote Jan 2025 - Present

- Run my own app studio full-time since January 2025, after building it alongside client work from 2019
- 20 apps live on the App Store across 12 categories, holding 1,213 ratings
- Flutter across most of the catalogue and SwiftUI for new work, with Firebase for backend and analytics and RevenueCat for subscription monetization
- Set subscription pricing per territory on purchasing power rather than flat currency conversion, and run ASO across 38+ locales
- Build a personalized onboarding flow per app and A/B test it through Firebase Remote Config and RevenueCat, instrumenting onboarding completion, paywall views per placement and trial starts so conversion changes are measured rather than guessed
- Build with Claude Code and Codex daily, publishing the workflows above as open-source agent skills

Ownership Product · Design · Engineering · Monetization · Growth · Marketing · Operations

SELECTED APPS

- Artie:** AI calorie tracker. SwiftUI and SwiftData with Firebase AI Logic on Gemini, App Attest endpoint protection and a home screen widget.
- Progress Snapshot:** Progress photo and time-lapse app. Offline-first Flutter with camera overlay framing, video generation, HealthKit and RevenueCat. 4.6 stars across 229 ratings.
- Stckr:** Photo to sticker. Flutter on a TypeScript Firebase Functions backend fronting FalAI, Gemini and OpenAI image models, with anonymous auth, credits and rate limiting.
- Fadeup:** AI hairstyle try-on. SwiftUI on iOS 18 with Firebase AI Logic, SwiftData and Remote Config, and RevenueCat across eight paywall placements.
- Miracle:** Baby photo editor, a collaboration with Assistant App. Flutter and Firebase, live since 2022 at 4.5 stars across 778 ratings, with RevenueCat trial-length experiments.

Screenshot Lab: AI App Store screenshot generator. Competitor research from iTunes and revenue data, deterministic set composition and gpt-image-2 with vision QA, on Cloudflare Pages.

TOOLING

custom_wrapper: Internal Flutter package suite and project template that every app in the catalogue is built on. 15 modules covering analytics, auth, RevenueCat and Adapty payments, force update, routing, logging, notifications, theming, toasts, in-app review and onboarding, shipped with a starter template and Cloud Functions so a new app starts from working infrastructure instead of an empty project.

Mobile Developer · **Square1** · square1.io · Dublin, Ireland · Remote

Aug 2020 - Jan 2025

- Worked directly with clients across Ireland, the UK, Germany and Greece, taking mobile products from requirements and scoping through to release
- Flutter as the primary stack, leading mobile architecture and owning delivery end to end on four client products, and contributing to three more in React Native and native Android
- Built and maintained 16 white-label apps from a single codebase using a flavor-based architecture
- Delivered video and audio streaming infrastructure with DRM-protected offline playback for a children's media platform
- Built a Twitch-style live streaming and real-time chat platform for German TV and sports audiences
- Wrote internal CLI tooling that generated new client apps from JSON configuration, cutting project setup from days to minutes

SELECTED PROJECTS

Caboodle: Food delivery platform for the Ireland and UK market, built as two Flutter apps and a Dart CLI. A white-label customer app, configurable per brand, city or fleet, that people order from; a terminal app used inside restaurants to receive orders and drive receipt printing; and a CLI that generated and updated each branded storefront from JSON config, cutting new-client setup from days to minutes.

Say TV: Twitch-like live streaming and chat platform for German TV shows and sports events. Built video/audio streaming infrastructure and real-time chat system. Implemented push notification systems and live event synchronization.

Kids Radio: Children's media platform for Greek client. YouTube + Spotify hybrid concept with video, audiobooks and radio content. Implemented background playback, offline download with DRM protection. Built Abstract Player pattern for unified playback across all media types with Spotify-style queue system.

Software Development Specialist · **LOGO Yazılım** · logo.com.tr · Turkey

Jun 2018 - Aug 2020

- Joined as an intern, moved to part-time during university, then full-time after graduating
- Led the R&D evaluation comparing Flutter, React Native and Ionic on performance, development velocity and team adoption, which resulted in Flutter being adopted for the company's new mobile projects

SELECTED PROJECTS

Ayna: Enterprise document management app with file upload, categorization, search and offline access. Built in Ionic with TypeScript and published to both the App Store and Google Play.

Journey: Employee engagement app measuring staff satisfaction and connecting employees to their companies. Built in React Native and taken from proof of concept through to production, covering architecture, implementation and release.

Low Code Platform: Low-code application and website development platform. Built mobile preview and rendering engine for dynamically generated UIs.

OPEN SOURCE

- **rename** (Dart): 1,306 pub.dev likes, 47,600+ downloads/month, 183 GitHub stars
- **onatcli/skills:** 9 open-source Claude Code agent skills that encode my studio workflows for market research, pricing, ASO, review analysis, screenshots and SwiftUI design.
- **flutter/flutter:** Merged pull requests to the Flutter framework core repository. (#54128, #50752)

EDUCATION

Bachelor's Degree in Software Engineering

İzmir Ekonomi Üniversitesi · 2014 - 2019

LANGUAGES

Turkish · Native

English · Professional