

Cemal Eker

Senior Mobile Engineer — Camera, Capture & Computer Vision

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Senior mobile engineer with 15+ years of experience (iOS since 2010), specializing in camera, media capture, and computer-vision experiences — live streaming, audio playback engines, and augmented reality. Based in Berlin. Two leadership stints; comfortable owning delivery end to end. German at B1 and improving.

Experience

Independent iOS Engineer · Self-employed

Mar 2024 – present · Berlin

- Deliberate sabbatical after ~17 years of shipping; advanced my German to B1 and settled in Berlin long-term.
- Independent iOS work across camera, capture, playback, and AR/CV.

Mobile Developer · Scandit

Apr 2022 – Mar 2024 · Remote (Berlin)

- Integrated and maintained Scandit's computer-vision SDK across mobile platforms and WebAssembly.
- Built a SwiftUI augmented-reality shelf-scanning solution from scratch.
- Contributed to the SDK core, primarily in C/C++.

iOS Team Lead · IDAGIO

Oct 2020 – Apr 2022 · Berlin

- Took over the iOS lead after an acquisition and layoffs reshaped the team (~2 developers); ~70% implementation, 30% management.
- Simplified team processes; owned mentoring, onboarding, code quality, delivery, and CI/CD.

iOS Developer • IDAGIO

Apr 2018 – Sep 2020 • Berlin

- Built user-facing features and rebuilt UI in a 4-developer team.
- Owned the player SDK: implemented gapless, lossless playback to classical-listening standards on an Objective-C playback library.
- Improved buffering, decoupled the SDK from the app, added Swift unit tests, improved CI.

iOS Developer • Freelance / personal projects

Mid 2016 – Early 2018 • Istanbul

- Independent client and personal work before relocating to Berlin.

iOS Developer / Tech Lead • Volt

Jan 2016 – Jul 2016 • Istanbul

- Replaced a polling REST/Django flow with a real-time ride-matching system using Firebase as a client-facing view layer.
- Cut average ride-match time from minutes to under 5 seconds.
- Mentored backend and Android developers through the integration.

iOS Developer • Hipo

Jun 2012 – Apr 2015 • Istanbul (remote for Toronto)

- Built multiple consumer iOS apps from scratch in Objective-C/UIKit — including blogTO, FoodTruckTO, Moment, and introduce.social — for Hipo's clients.
- API integration, release-cycle management, design reviews, and stakeholder feedback.

Full Stack Developer / Team Lead • OpenAgenda

Sep 2011 – Mar 2012 • Remote

- Led development of a reservation/scheduling platform for SMBs (PHP backend, JS frontend).

Full Stack Developer • Haberturk

Dec 2009 – Sep 2011 • Istanbul

- Built the initial Haberturk iOS app, including live news streaming over Apple HLS.
- Built the Haberturk iPad interactive-newspaper app.
- Migrated a legacy .NET backend to PHP; delivered CMS, publishing, and internal tools.

Junior Developer • Pozitim Technology

Apr 2007 – Apr 2008 • Istanbul

- Content delivery for WAP and bandwidth-constrained mobile devices.

Skills

Languages	Swift, Objective-C, C/C++, Rust, Python
Frameworks & Platforms	SwiftUI, UIKit, Combine, AVFoundation, ARKit, CoreData, Firebase, WebAssembly
Tooling & Delivery	Fastlane, GitHub Actions, Bitrise, TestFlight, CMake, Xcode Instruments, Git, Docker

Languages

Turkish (native) · English (fluent) · German (B1, actively improving)

Education

B.A., Computer Education and Instructional Technologies — Marmara University, Istanbul, 2003 – 2007