

Onur Erdemol

Engineering Leader • iOS, Android & TV • Coach & Builder • 10+ Years & 50+ Apps

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📍 Los Angeles, CA



EXPERIENCE

Senior Staff Software Engineer, iOS & Android

Red Bull

📅 2021 - Present 📍 Santa Monica, CA

- Led and managed the native apps teams for Red Bull's suite of streaming applications
- Focused on coaching engineers and promoting shared design patterns across platforms
- Provided hands-on technical guidance to ensure consistent, high-quality delivery
- Initially managed both Apple and Android teams for the "Legacy" Red Bull TV and ServusTV On apps
- Guided the Android team through the "App Refresh" initiative, resulting in the successful relaunch of Red Bull TV, ServusTV On, and Rally TV

Lead Software Engineer, iOS & Android

SprintFWD

📅 2020 - 2021 📍 Irvine, CA

- Led mobile development for the Xponential Fitness and TRX Training app suites, supporting multiple fitness brands and serving over 10,000 monthly active users.
- Architected and built both iOS and Android apps from scratch using Swift and Kotlin within a shared MVVM structure.
- Directed a cross-functional team from planning through release, collaborated closely with backend teams, and set up CI/CD pipelines via Bitrise.
- Integrated features such as in-app purchases (RevenueCat), analytics (Amplitude), deep linking (Branch), push notifications, and video calls (Frozen Mountain).

Lead Software Engineer, iOS

Rival

📅 2020 - 2021 📍 Los Angeles, CA

- Led iOS development for an AI-powered soccer training app that turns real-world movement into a video game experience
- Built the app from scratch in Swift, coding all UI components and animations by hand for responsive, game-like performance
- Collaborated with data scientists and backend engineers to integrate real-time human detection models for motion analysis
- Aligned machine learning outputs with gameplay to create an intuitive, engaging experience for youth athletes

Senior Software Engineer, iOS & Android

Majestyk Apps

📅 2018 - 2020 📍 Manhattan, NY

- Contributed to iOS and Android development across multiple products, most notably the Audiomack music streaming app
- Implemented new features and enhanced existing functionality in a live production environment with millions of users
- Worked on playback logic, user interactions, and UI components across both platforms
- Gained experience navigating large codebases, adapting to evolving product needs, and collaborating closely with design and backend teams to deliver impactful updates

SUMMARY

Engineering leader with deep experience building mobile, tablet, wearable, and TV apps across the Apple and Android ecosystems. Over the past decade, I've helped launch 50+ applications across industries—from streaming and fitness to music and social—while leading cross-functional teams and owning projects end-to-end, from architecture to delivery. I thrive in fast-paced environments, enjoy coaching engineers, and care deeply about building harmonious teams and premium, user-focused products.

KEY ACHIEVEMENTS



Leadership Excellence

Driving high-impact engineering through hands-on mentorship, cross-platform expertise, and a commitment to craft, consistency, and team growth.



Dual Native Stack Boost

Accelerating product delivery by coding in both iOS and Android stacks with shared architecture, aligned patterns, and platform-specific best practices.



Successful App Launches

Shipped 50+ apps across Apple and Android platforms—spanning mobile, tablet, wearable, and TV—by leading cross-functional teams from planning to production with a focus on quality, speed, and user experience.



Coaching Engineers

Mentoring engineers across iOS and Android teams, fostering growth through one-on-one support, code reviews, and technical guidance—building confidence, consistency, and a shared culture of excellence.



Process Mindset

Bringing structure to ambiguity and organization to complexity. From writing detailed tech specs to maintaining cross-platform consistency, built systems that support clarity, momentum, and high-quality delivery. Whether it's app architecture or team workflows, focused on creating processes that help engineers move fast without breaking things.

EXPERIENCE

Lead Software Engineer, iOS & Android

Steeereo

📅 2018 - 2019 📍 Los Angeles, CA

- Helped build a location-aware live radio streaming app that delivered music based on users' real-time geographic position
- Contributed to both iOS and Android codebases with a focus on seamless playback, geo-fencing logic, and real-time data updates
- Integrated multiple third-party services for music streaming, analytics, and user engagement
- Gained valuable experience with location services, media playback frameworks, and data-driven interface design

Lead Software Engineer, iOS & Android

Arteria

📅 2016 - 2018 📍 Istanbul, Turkey

- Led the development and relaunch of the Binnaz mobile app, a popular online fortune-telling marketplace that reached #1 on the Turkish App Store.
- Supported thousands of daily users and offered live fortune-telling sessions, including AI-enhanced features like coffee cup and palm reading detection powered by machine learning.
- Built the iOS and Android apps in tandem using Swift and Kotlin, following parallel design patterns and coding approaches to ensure consistency across platforms.
- Collaborated with remote backend and data science teams to align the app experience with evolving product and ML features.

Lead Software Engineer, iOS & Android

Bitti Gitti

📅 2013 - 2017 📍 Istanbul, Turkey

- Contributed to a suite of creative, culture-driven apps under the Bitti Gitti umbrella
- Led development of the Pinhole Store app, a mobile companion for Bitti Gitti's handcrafted pinhole cameras
- Built the Street Art Istanbul app, a location-based guide to the city's street art scene
- Developed both iOS and Android versions in tandem using shared architecture and consistent design patterns for a cohesive cross-platform experience

Lead Software Engineer, iOS & Android

Doğan Medya A.Ş.

📅 2016 - 2016 📍 Istanbul, Turkey

- Developed and delivered multiple radio streaming apps for one of Turkey's largest media companies, Doğan Medya.
- Projects included Radyo D, SlowTürk, and Radyonom, launched across iOS and Android platforms—including tablet versions.
- Designed to offer a seamless live radio experience, with smooth playback, scheduling, and integration with Doğan Medya's content systems.
- Combined apps reached over a million downloads, supporting the company's digital transition in the broadcast space.
- Led cross-platform development using consistent architecture to maintain performance and feature parity across devices.

INDUSTRY EXPERTISE

- **Streaming Media** – Built and led dual-stack teams for high-profile apps like Red Bull TV and Rally TV, delivering premium video playback, content discovery, and live event integration across mobile and TV platforms
- **Fitness & Wellness** – Shaped mobile experiences for TRX, Fitwell, and Xponential Fitness, including personalized coaching, Apple Watch integrations, and real-time workout tracking
- **Music & Audio** – Contributed to the Radyonom, RadyoD, SlowTürk, Audiomack and Steereo radio platform, implementing complex playback logic, geo-based streaming, and real-time content updates
- **Social & Lifestyle** – Designed and built apps like Binnaz, Socialeyes and Moofio with features like location-based events, group planning, pet social networking, and messaging
- **E-Commerce & Creative Tools** – Developed mobile companions for handcrafted goods (Pinhole Store) and local culture (Street Art Istanbul), supporting niche audiences with curated content and clean design
- **Fintech & Enterprise** – Contributed to large-scale digital initiatives in banking and insurance (Garanti, Yapı Kredi, İşbank, Anadolu Sigorta) during tenure at Accenture, focusing on functional analysis and performance testing

EDUCATION

Bachelor of Science (B.Sc.), Computer Science

Koç University

📅 2006 - 2010

International Baccalaureate, Science & Mathematics

The Koç School

📅 2003 - 2006

International Baccalaureate, Science & Mathematics

TED Ankara Koleji

📅 2001 - 2003

Montessori, Science & Mathematic

Montessori Anglo-Italian Elementary School

📅 1997 - 2000

EXPERIENCE

Senior Software Engineer, iOS & Android

- MagiClick Digital📅 2016 - 2016 📍 Istanbul, Turkey
- Contributed to mobile strategy and development for major retail and food brands.
 - Helped plan the architecture and feature roadmap for the IKEA Turkey mobile app, collaborating with design and backend teams to align user experience with brand goals.
 - Supported ongoing maintenance and updates for the Domino's Pizza Turkey app, working on performance improvements and new features to enhance ordering and delivery functionality.
 - Focused on scalable, clean code across the iOS platform while supporting consistent user flows across Android.

Lead Software Engineer, iOS

- TeamGram, Inc.📅 2014 - 2016 📍 Istanbul, Turkey
- Worked on the native iOS CRM app, implementing new features, fixing bugs, and publishing regular updates
 - Collaborated closely with backend and design teams to improve performance and user experience
 - Contributed to an app recognized with the 15th Annual Golden Spider Award in Technology (2017)
 - Supported a tool used daily by hundreds of sales and business professionals across Turkey

Lead Software Engineer, iOS

- Socialeyes📅 2013 - 2016 📍 Istanbul, Turkey
- Developed core features for the iOS version of Socialeyes, a social calendar and event discovery app
 - Built intuitive, animated interfaces supporting location-based events, calendar syncing, and group planning
 - Collaborated with product and design teams to support rapid iteration during the platform's early development stage

Lead Software Engineer, iOS

- Moofio📅 2014 - 2015 📍 Istanbul, Turkey
- Built the iOS version of Moofio, a social networking app for pet lovers
 - Developed key features including photo sharing, pet discovery, chat, and custom pet profiles
 - Focused on clean architecture, smooth animations, and a playful interface tailored to the app's niche community

Lead Software Engineer, iOS

- Fitwell📅 2013 - 2015 📍 Istanbul, Turkey
- Contributed to the development of Fitwell's native iOS app, a personalized fitness and wellness platform
 - Implemented new features, fixed bugs, and maintained app performance
 - Built the Apple Watch companion app, later featured by Apple for its smooth UX and real-time workout tracking
 - Collaborated with design and product teams to ensure high usability and user engagement standards

SKILLS

Leadership & Strategy

Engineering Management, Technical Leadership, Team Leadership, Team Management, Technical Direction, Business Continuity, Stakeholder Alignment, Cross-Platform Consistency

Coaching & Collaboration

Coaching & Mentoring, Constructive Feedback, Team Player, Cross-Functional Collaboration, Product Strategy, Product Ownership, Process Development, Software Project Management

Architecture & Development

iOS Development (SwiftUI), Android Development (Compose), Model-View-ViewModel (MVVM), Model-View-Controller (MVC), Model-View-Presenter (MVP), Model-View-Intent (MVI), Clean Architecture, Software Design, Design Patterns

Communication & Execution

Communication, Problem Solving, Tech Specs & Documentation, Execution Planning, Collaboration Tools

LANGUAGES

Turkish	Native	●●●●●
English	Proficient	●●●●●
French	Intermediate	●●●●●
Italian	Intermediate	●●●●●
Spanish	Beginner	●●●●●

CITIZENSHIPS

- Turkey📅 1989
- USA📅 2023

EXPERIENCE

Lead Software Engineer, iOS

Mobven

📅 2012 - 2013 📍 Istanbul, Turkey

- Led various client projects as an iOS developer, building all user interfaces programmatically
- Focused on performance, responsiveness, and smooth user experiences
- Collaborated closely with backend and design teams to implement new features
- Maintained high code quality standards across diverse, contract-based projects in multiple industries

Software Engineer, iOS & Backend

Pozitron Mobile

📅 2012 - 2012 📍 Istanbul, Turkey

- Worked as an in-house iOS and backend developer on mobile apps for major Turkish banks, retail, and telecom clients
- Built and maintained core features for early-generation iPhone apps
- Contributed to both client-facing functionality and backend service integration
- Gained foundational experience that shaped long-term engineering practices, despite many apps being later deprecated or evolved

Software Engineer

Accenture

📅 2010 - 2012 📍 Istanbul, Turkey

- Worked as an analyst within Accenture's Technology Growth Platform, focusing on digital transformation in the Financial Services sector
- Prepared functional documentation for offsite development teams
- Supported large-scale initiatives for major Turkish banks
- Gained early exposure to enterprise systems and large-scale cross-team collaboration

ADDITIONAL EXPERIENCE

Advisory Board Member

UC Santa Barbara - PaCE

📅 2021 - 2022

📍 Santa Barbara, United States

- Served as an industry advisor for UCSB's Professional and Continuing Education (PaCE) program
- Helped shape curriculum and program strategy for mobile development and software engineering tracks
- Provided insights on industry trends, hiring expectations, and emerging technologies
- Advised on aligning academic offerings with real-world industry demands