

Adem Ulutaş

Indie iOS Developer

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Computer engineer and indie iOS developer. I design, build and release my own apps: Tabu, a word game, went live in February 2026, and Prism Media Converter followed in October 2026. ChronoSnap and EraClash are on the way.

Alongside apps, I also work with infrastructure: virtualization, backup and monitoring with VMware, Veeam, Zabbix and Grafana.

Experience

Indie iOS Developer

Self-employed · January 2026 – Present

- Design, develop, localize, prepare for the store and release every app on my own.
- Tabu: a word-guessing game on the App Store since February 2026, with ads and a Pro purchase that removes them.
- Prism Media Converter: released in October 2026. On-device conversion of images and audio, a Share extension, and Live Activities that show batch progress on the Lock Screen and in the Dynamic Island.
- ChronoSnap: a timelapse video maker built with SwiftUI, SwiftData, AVFoundation, Core Image and Vision, with RevenueCat subscriptions and localization into 12 languages. Currently in App Review.
- EraClash: a 1v1 online strategy game in development. Godot 4 client, deterministic lockstep simulation, and a Nakama server written in TypeScript on PostgreSQL.

Education

Computer Engineering

Düzce University

Training

IT Infrastructure Training

BilgeAdam

Technical skills

Infrastructure and monitoring	VMware vSphere, Veeam Backup & Replication, Zabbix, Grafana
iOS	Swift, SwiftUI, SwiftData, AVFoundation, Core Image, Vision, ActivityKit, RevenueCat
Games and server	Godot 4, GDScript, Nakama, TypeScript, PostgreSQL

Languages

Turkish	Native
English	B2