

Mert Gözücara

Senior AI Engineer • Ships full-stack AI products end to end

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PROFILE

Senior AI Engineer at NXT Applied, building AI operators that run finance and back-office workflows in production. 7+ years of engineering, the last two focused on shipping production AI/LLM systems end to end: retrieval and agents, evaluation and guardrails, APIs and product UX. Outside work I design, build and ship my own products solo — three iOS apps on the App Store (Nyore, an AI museum guide; Ovyso, Apple Health widgets; Tiny Atlas, a toddler app on a custom Skia engine) and Atrant, a multi-tenant “company brain” with hybrid retrieval and citation guardrails, in production with a design partner. Previously led the integration of Syntea, IU Internationale Hochschule’s AI assistant, into a platform for 150,000 students. Ship fast with agentic coding (Claude Code).

TECHNICAL SKILLS

AI / LLM Engineering: Anthropic Claude, OpenAI, Google Gemini APIs; agents and tool calling (ReAct, HIL); RAG (chunking, embedding, hybrid retrieval, reranking); evaluation (Ragas, eval gates); multimodal vision; streaming UIs; prompt engineering & versioning; LangChain / LangGraph, Genkit; AI cost monitoring & per-tenant attribution

Languages & Frameworks: Python, TypeScript, JavaScript, SQL, Swift; FastAPI, React, Next.js, React Native / Expo, SwiftUI, Node.js / Express, Vue, Angular

Backend & Data: PostgreSQL + pgvector, Apache AGE, MongoDB, Redis, async API design, Socket.IO real-time, multi-tenant isolation (RLS)

Cloud & Quality: Docker, Kubernetes, Terraform, AWS, Fly.io, Vercel, Cloudflare R2, GitHub Actions; OpenTelemetry, Langfuse, Sentry, PostHog; unit, integration and eval testing

Mobile & i18n: App Store release workflows, RevenueCat, WidgetKit / HealthKit, i18next and translation pipelines (20+ locales)

EXPERIENCE

Senior AI Engineer | *NXT Applied (NXT Core GmbH), Berlin* 10/2026 – Present

- Building AI operators that run finance and back-office workflows in production for client companies, from agent design and evaluation to deployment, with solutions live in weeks rather than stuck in pilots.

AI Engineer & Product Builder | *Independent* 05/2025 – Present

- Freelance AI/LLM features for small product teams (05–11/2025): prompt design and versioning, RAG prototypes, multimodal integrations and AI cost monitoring, forward-deployed with each client from scoping to shipped feature.
- Then full time on my own products, designed, built and shipped solo: Atrant and Nyore in production, Ovyso and Tiny Atlas on the App Store; I keep building and shipping them alongside NXT Applied (details under Products).

Senior AI / Full-Stack Engineer | *IU Internationale Hochschule* 01/2023 – 03/2025

- Led the integration of Syntea — IU’s flagship AI assistant — into the student platform: implemented streaming chat UIs, conversational interfaces, and OpenAI API integration end-to-end across the user journey, coordinating with product, AI, and platform teams.
- Played a key role in the migration to myCampus 2.0, the modernized platform serving 150,000+ active students — the largest private university system in the DACH region.
- Developed and maintained 10+ micro-frontends within a distributed micro-frontend architecture, enabling modular, scalable, and independently deployable AI feature rollout across multiple teams.

Stack: React, TypeScript, OpenAI API, streaming UIs, micro-frontend architecture

Frontend Developer | *Easy Apiomat GmbH* 04/2021 – 12/2022

- Built a digital transformation platform for a major construction client, replacing paper-based workflows; helped consolidate several products into Easy One DM, a unified document-management platform. Relocated from Turkey to Germany during this role.

Stack: Angular, TypeScript, RESTful APIs

Frontend Developer | *Easy Software, Turkey* 05/2020 – 04/2021

- Shipped Workflow Monitor, a BI tool for analysing workflow performance, and a form builder that lets non-technical users create dynamic forms.

Stack: Vue, JavaScript, TypeScript

Frontend Developer | *Adesso, Turkey* 06/2018 – 02/2020

- Data-processing scripts for in-car and factory sensor data in an enterprise IoT product; an internal workflow tool for Philip Morris.

Stack: React, JavaScript, REST APIs

PRODUCTS

Built and run solo, alongside work. Live demos and recordings at mertgozukara.com.

Atrant | AI “company brain” for client-facing teams — atrant.io 2026

- Multi-tenant SaaS on one Postgres (pgvector + tsvector + Apache AGE): hybrid retrieval (vector + BM25 + RRF + Cohere Rerank 3.5), entity resolution, bi-temporal facts with contradiction-triggered invalidation, and a vector/graph/hybrid query router with per-tenant isolation end to end.
- Multilingual streaming Q&A over SSE with citation enforcement and a regenerate-on-orphan hallucination guardrail; 400+ tests, per-phase eval gates, per-tenant cost attribution via OpenTelemetry; in production with a first enterprise design partner.

Stack: Python, FastAPI, PostgreSQL 16, Redis, Cohere, Anthropic Claude, Next.js, Docker, Fly.io

Nyore | AI museum guide, iOS — nyore.app 2026

- Point the camera at an artwork for AI context on the piece, artist and period; real-time group mode for 2–8 people over Socket.IO with voting and AI route planning; 7 Gemini (multimodal) features; 20 languages; live on the App Store since March 2026.

Stack: React Native / Expo, TypeScript, Node.js / Express, MongoDB, Google Gemini, Socket.IO, RevenueCat

Ovyso | Apple Health as Home and Lock Screen widgets, iOS 2026

- Steps, sleep, heart rate and vitals rendered as native widgets: six layouts, a Studio to design your own, and Circles for step races and team goals with friends. Live on the App Store since September 2026.

Stack: Swift, SwiftUI, WidgetKit, HealthKit

Tiny Atlas | Hand-drawn worlds for ages 2–6, iOS — playtinyatlas.com 2026

- Twelve touch-to-explore worlds on a custom 2D engine drawn with Skia; no ads, scores or timers; a discovery journal for parents that never leaves the device. Live on the App Store.

Stack: React Native, Expo, Skia, TypeScript

Games | Unity, in production 2026

- Streetball (online 3v3 street football on a deterministic Photon Quantum simulation), LavaSpin (2–4 player party sumo, playable in the browser at mertgozukara.com) and Castleforge (online lane-pushing auto-battler, co-developed).

EDUCATION

B.B.A. Business Informatics | Marmara University, Turkey 2018

Erasmus Exchange Semester (Business Informatics) | University of Duisburg-Essen, Germany 2017

LANGUAGES

Turkish (Native) • English (Fluent / C1) • German (Intermediate / B1)