AR NAZEH WEB DEVELOPER Istanbul, Turkey

CONTACT

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SKILLS

Semantic HTML Responsive Design CSS Preprocessing DOM manipulation UI Engineering

OOP MVC

RESTful APIs

TDD / BDD

Unit Testing

Refactoring

Continuous deployment

Relational Databases

Version Control

Git Flow

TECHNOLOGIES

HTML5 Rspec
CSS3 Jest
SCSS REST A

SCSS REST APIs
JavaScript GraphQL
Webpack Gatsby

React Webpack
Redux NPM
Material UI Git
Ruby Linux
Ruby on Rails Bash
PostgreSQL Figma
NodeJS Netlify

EXPERIENCE

JUN 2019 - DEC 2019

Mentor and coding partner - Microverse

- Built 47 projects.
- Collaborated with many coding partners from around the world.
- Mentored 2 students, spending 60+ hrs in weekly check-in meetings.
- Solved 142 coding challenges.
- Contributed to the schools' linter configuration public repository.

Nov 2016 - Nov 2018

3d Artist - Rumbling Games Studio - Cairo, Egypt

Main 3d Artist in a small remote team, building AAA game.

Open-source

React-boilerplate-typescript - Feb 2020

Pull request

Fixing linting issues for generated containers.

Reactist - Feb 2020 Pull request

Changed namespacing to prevent reactist css from "leaking out".

PROJECTS

Weather App - OCT 2019

Demo / Source

Created a clean, and mobile-friendly web app, using plain JS, Webpack, and Babel. Implemented fetching of Open-weather, and geolocation data. Developed a UI module to dynamically update the DOM with the chosen city's weather data.

Tic Tac Toe - OCT 2019

Demo / Source

Designed **Elegant** minimalistic design, with **bold colors** and playful animation and sound effects for a plain JS tic-tac-toe game. Added a Bot functionality using the **Min-Max algorithm** to power a single-player mode with different difficulty levels.

UI Clones - JUN 2019

Demo / Source

Styled fully responsive pixel perfect clones of multiple webpages, using HTML5, CSS3, and SASS.

YouTube video player page NewsWeek.com

Demo / Source

Behance.com

Demo / Source

PUBLICATIONS

SEP 2019

Invisible Barriers That Prevent You From Learning Web Development and How to Break Through Them - HackerNoon

EDUCATION

SEP 2008 - JUN 2014

B.Arch. Architectural Engineering - Alexandria University

Studied and practiced design principles, color theory, accessibility, presentation, visualization, as well as analytical and critical thinking.