

ABDELRAHMAN

**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 APIs |
| JavaScript    | GraphQL   |
| Webpack       | Gatsby    |
| React         | Webpack   |
| Redux         | NPM       |
| Material UI   | Git       |
| Ruby          | Linux     |
| Ruby on Rails | Bash      |
| PostgreSQL    | Figma     |
| NodeJS        | Netlify   |

## 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.

## 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

## PROJECTS

**Listopia** - DEC 2019

[Demo / Source](#)

Implemented an MVP of a listing web app. Delivered a set of given software requirements specification. Created a responsive stateful client-side app Using ReactJS and Redux. Designed a RESTful API only server using Ruby on Rails and deployed it on Heroku.

**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](#)

[Demo / Source](#)

[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