

Batuhan Tibet Ayaydın

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Professional Summary

With a strong foundation in software development, I am immersing myself in Apple's software environment. I am developing my skills by writing code programmatically using Swift, SwiftUI, and UIKit. I am confident in my ability to learn quickly and adapt to new challenges in iOS development.

- Portfolio
- Github
- Linkedin

Experience

iOS Developer Trainee, Neon Apps. İstanbul

Apr. 2024 - Present

- Developing iOS applications using Swift UIKit.
- · Working with API integrations and various libraries.
- Gaining experience in publishing applications on the App Store with in-app purchase.
- Enhancing skills in programmatic coding and Apple's software environment.

Game Developer, SKEB Studios. İstanbul

June. 2023 - September. 2023

 Developing "Mobile Casual" Projects Remote Work Experience

Game Developer, Lebleby Games, Samsun.

January. 2021 - January. 2023

Developing mobile game projects with Unity.

Skills

OOP

Algorithms

C#

Computer Engineering.

ΑI

Languages

English

Turkish

 Object-oriented programming (OOP) and the implementation of design patterns.

Education

Ondokuz Mayıs University

Bachelor's Degree in Computer Engineering, Computer Engineering 3.01/4.00, February. 2024