Omar Albeik

iOS & Front-End Developer

I am a passionate software developer and designer who continuously enjoys learning more about the ever-growing digital world and the technologies used to make it, drawing inspiration from the artistic chaos of Istanbul to create exceptional software solutions.

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omaralbeik.com

Skills

Swift, JAVA, Python, C#, SQL, HTML5/CSS3, Javascript Programming Languages —

iOS development, front-end development, Xcode, Bash, Visual Studio Frameworks, IDEs

Bootstrap, AJAX, jQuery, Jasmine Testing, Knockout, Git/Github

Mac, Linux, Windows, iWork, Microsoft Office **OS & Productivity**

Photoshop, UI design using Sketch 3 **Design & Graphics**

English (Fluent), Arabic (Nativ), Turkish (Advanced) Languages

Education

B.Sc. Software Engineering 2015 - 2018

Bahçeşehir University, Istanbul, Turkey

Full-Stack Developer Nanodegree — Current

Udacity.com

Front-End Developer Nanodegree 2016

Udacity.com

iOS Developer Nanodegree – 2015 - 2016

Udacity.com

SOL Basics 2016 Khan Academy Front-End Track 2015 - 2016

Treehouse

iOS with Swift Immersive 2015

bitfountain.io

iOS Design Immersive 2015

bitfountain.io

Featured Projects

Library Finder

2016

a single page web app, that let you find libraries near a specific place.

(JAVASCRIPT) (GOOGLE MAPS API) (FOURSQUARE API (KNOCKOUT) (HTML5) (CSS3) (AJAX)

Nutrition Cal

2015

an open source nutrition app that helps you eat right and make healthier food decisions, get nutrition info for foods and drinks, keep track of what you eat, and sync it with Apple's Health App.

SWIFT 2) (CORE DATA) (NSURLSESSIONS) (HEALTH KIT COCOAPODS) (UIKIT) (UITABLEVIEW) (JSON PARSING

Progress Line

2015

a life changing app, that let you summarize each day in one sentence, share it with your friends and family. and see the progress of your life in a calendar view and an animated timeline view.

(SWIFT 2) (CORE DATA) (FSCALENDAR) (COCOAPODS (UIKIT) (CUSTOM UITABLEVIEW) (CORE ANIMATION

Spinny!

2014

a simple yet very challenging and addictive open source game built using Swift & SpriteKit

(SWIFT) (SPRITE KIT) (SKETCH 3)

Interests