CONTACTS

✉ oemurludev@gmail.com

📞 +90-553-150-3526
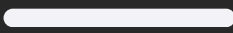
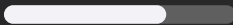🌐 oemurlu.dev

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📍 Denizli, Turkey

SKILLS

- Swift (UIKit)
- MVC, MVVM
- CoreData, SQL
- Reactive Programming
- URLSession, Alamofire
- Programmatic UI

LANGUAGES

Turkish

English

EDUCATION

Computer Engineering (3rd Year)
Pamukkale University, GPA: **3.2**
2020 - Present

ORGANIZATIONS

PauSiber
Core - Team Member
2022 - present

OSMAN EMRE OMURLU

iOS Developer

PROFILE

I've been trying to improve myself in iOS development for more than 1 year. As a computer engineering student, I am passionate about developing creative and innovative applications. I'm eager to learn and try new things. My interest in software comes from the desire to constantly improve myself, and I use my interests to improve myself and my skills.

PROJECTS

Food Order App   >Go to the project

I developed a food ordering app with MVVM architecture and Repository pattern. I implemented sign in and sign up with Firebase and Firebase Authentication. I used a generic network layer and enabled adding food to the cart and editing quantities in real time. I used various libraries like Alamofire, Firebase and KingFisher. I paid attention to memory management. I designed the application with Xib and Storyboard.

Video Games App   >Go to the project

I programmatically developed a computer game discovery app with MVVM architecture, without any dependency on any library. I avoid memory leaks by using a paging structure and paying attention to the retain cycle. I kept the IDs of the user-specific favorite games and the date of their addition to the favorites in CoreData. I used a general network layer with URLSession and wrote a special sub-game service layer for the general network layer. I tried to keep my code clean by using protocols.

DergiCE   >Go to the project

DergiCE is my first app on the App Store. I developed a magazine app with MVC architecture. I made this simple app to learn App Store processes, StoreKit and OneSignal for push notifications.