OSMAN EMRE OMURLU

iOS Developer

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oemurlu.dev | Github | LinkedIn

SUMMARY

My passion for software development comes from my desire to continuously improve myself. I highly value teamwork and try to contribute to open-source projects as much as possible, which helps me develop my skills while supporting the developer community.

PROFESSIONAL EXPERIENCE

Astopia   **Apr 2024 - Present**
- Developing new features and custom screens using MVVM in an astrology based app.
- Refactoring and improving the codebase for better performance and long-term scalability.
- Fixing bugs to enhance app stability and optimize the user experience.

PROJECTS

PauSiberim Jun, 2024   App Store

A university community app built with MVVM-C architecture. It displays and announces events through push notifications to users, and also provides quiz functionality for users.
- Protocol oriented programmed
- Programmatic UI, OneSignal, RESTful API

DergiCE Jan, 2024   App Store

DergiCE is my freelance project and it is about magazine and news. It was built with MVC architecture.
- OneSignal, StoreKit, WebView

Video Games Explorer Feb, 2024   GitHub

A video game discovery and search app, developed with MVVM architecture.
- Programmatic UI, CoreData, DispatchGroup, Pagination, RESTful API

Yummy Meals Dec, 2023   GitHub

A food ordering app, structured with MVVM architecture and Repository pattern. The UI was created with Storyboard and XIB.
- Compositional layout for aesthetic UI.
- Generic network layer with Alamofire.
- Firebase for authentication and real-time database.

SKILLS

Swift, UIKit, MVVM, VIPER, RESTful API, RxSwift, CoreData, Firebase, Adapty, Unit & UI Testing, Xcode Instruments, Debugging

EDUCATION

Computer Engineering   **2020 - Present**
Pamukkale University | Denizli, Turkey | 4th Grade | GPA: 3.3

EXTRACURRICULAR

Languages:
- English (B2)
- Turkish (Native)

Voluntary:

PauSiber Community Head, Lecturer
- Git & Github for everyone (2023)
- iOS Development workshops (2024)