

Tuğcan ÖNBAŞ

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• [LinkedIn](#)

• [App Store](#)

• [GitHub](#)

• [Twitter](#)

• [Behance](#)

Ambitious and detail oriented self-taught iOS Developer with a degree in Visual Communication Design, who bring a unique blend of creative and technical skills to the table. Empowers to create user-centric experiences that not only captivate visually but also function flawlessly with the unique combination of dedication in iOS development and design. Ready to embrace every opportunity to tackle new challenges head-on with unwavering commitment to self-improvement.

Education

- 2017 – 2021 [Visual Communication Design | GPA: 3.39 \(Bachelor of Arts\)](#)
İzmir University of Economics – İzmir, Turkey

Experiences

- 06.2023 – (Side Project) - SocietyPort | Full Stack iOS Developer
 - Personal resume and portfolio platform for creative people such as designers, developers, and video editors etc. Developing with Swift, Swift Vapor and SwiftUI.
 - Only developer and one of the designers for the project. From project planning and management to design and development, working on every aspect of this project.
 - o iOS app developing with Swift and SwiftUI
 - o Backend with Swift Vapor, PostgreSQL.
 - o Test deployment on personal on VPS with GitHub Integration, Docker, and supervisor.
 - o VPS management with NGINX on Linux
 - o User registration and verification in with JWT authentication, media upload and store.
 - o Custom design components for app with animations.
- 04.2023 – (Side Project) - [Camplore](#) | iOS Developer
 - An iOS app that is my side project and connects my graduation project with my development skills and desire.
 - Relevant Links: • [Behance Project Overview](#)
 - Mainly working on developing user interface and business logic for bringing project to the life.
 - o Developing with Swift and SwiftUI
 - o Just HTTP Library for developing and tasting quickly.
 - o SwiftSoup for parsing the extracting and manipulating data and DOM.
 - o Apple Developer Certificate management for Test Flight.
 - o Successfully login, logout, password-pin change and gathering information for student academic life with SwiftSoup and Just.
 - o Developing solid working version with Alamofire.
- 02.2022 – 01.2023 - [digitastic.de](#) | iOS Developer – İzmir, Turkey
 - Mobile application development in the field of accounting systems with different languages and frameworks such as Flutter, UIKit, Dart, Swift and Kotlin.
 - Relevant Links: • [App Store](#) • [Google Play Store](#)
 - Mainly performed on iOS side of the published and internal multiplatform projects with Swift & UIKit.
 - o Developed iOS document scanner with VisionKit.
 - o Memory management and local storage for scanned documents.
 - o Apple Developer Certificate management for team members.
 - o App Store publishing and management.
 - o UI development and business development with Flutter & Dart
 - o Developed a tool with Swift for multi device testing simultaneously.
 - o Minor changes on Android side with Kotlin
 - o Automated deployment for test (Test Flight and Google Play Beta) and release with fastlane.
 - o Certificate management on fastlane match with GitLab Integration.

- 01.2022 – (Published) - [eighththings](#) | iOS Developer
 - An iOS app with Swift and SwiftUI that is a tool to help users identify and complete their eight critical daily tasks with highly customizable themes and settings.
 - Relevant Links: • [App Store](#) • [GitHub Public Repository](#) • [Behance](#)
 - Only developer and one of the designers for the project. From project management to design and development, I worked every side of this project.
 - o Developed with Swift using SwiftUI.
 - o Core Data and CloudKit
 - o Core Data migration for all tables when rewriting the project.
 - o Local notifications for daily reminders and alarms set from users.
 - o Customizable app themes, icons, app bars, characters for user experience.
 - o In-App Purchases for customizations.
 - o Xcode Cloud automation with Git Integration for test and release deployment.
 - o Apple Developer Certificate management.
- 08.2020 – Present (Part Time) - [Dijital Darağaç](#) | iOS Advisor & Visual Communication Designer –İzmir, Turkey
 - Outdoor Augmented Reality for Alternative Art Spaces for Scientific Research Project of Izmir University of Economics. Developed with React Native for multiplatform support.
 - Relevant Links: • [App Store](#) • [Google Play](#) • [3 dimensional ‘art’ invited to Belgium \(news\)](#)
 - Mainly worked for user interface and user experience side. Also, advising the iOS related topics.
 - o App Store test and release
 - o Apple Developer Certificate management.
- 04.2023 – (Open Sourced) - [AuthoConnectable](#) | Swift Developer
 - A template to create a new Vapor Project with ease of Authomatek and ConnectableKit packages.
 - Relevant Links: • [GitHub](#)
 - Developing and open sourced the template, detailed description can be found on GitHub.
 - o Pre-configured with Authomatek and ConnectableKit packages
 - o Pre-configured ServerConfiguration for the API
- 04.2023 – (Open Sourced) - [Authomatek](#) | Swift Developer
 - Swift package for the Swift Vapor framework that provides pre-configured authentication for relational databases. It automates the process of creating all the necessary routes, controllers, and models, allowing you to quickly and easily set up authentication for Vapor applications.
 - Relevant Links: • [GitHub](#) • [Swift Package Index](#)
 - Developing and open sourced a package for Swift Vapor detailed description can be found on GitHub.
 - o User Registration
 - o User Login (with JWT)
 - o User Logout
 - o User JWT Refresh
- 03.2023 – (Open Sourced) - [ConnectableKit](#) | Swift Developer
 - Swift package for the Swift Vapor framework that simplifies the response DTOs and JSON structures for backend projects.
 - Relevant Links: • [GitHub](#) • [Swift Package Index](#)
 - Developing and open sourced a package for Swift Vapor and SwiftUI (working on) detailed description can be found on GitHub.
 - o Generic JSON structure: The Connectable protocol allows you to define a wrapped Vapor Content.
 - o Custom HTTPStatus for every response
 - o ErrorMiddleware configurations for handling Vapor’s error as ConnectableKit JSON output
 - o CORSMiddleware configurations for handling Vapor’s CORSMiddleware with ease.
- 2016 – [RCitron](#) - [Game Development Certificate Program](#) | Unity3D Game Developer – Ankara, Turkey