Tuğcan ÖNBAŞ | Visual Communication Designer & Software Developer

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Visual Communication Designer & Software Developer with a strong focus on UI/UX design, seamlessly integrating user research, interaction design, and visual aesthetics into backend, frontend, and mobile development. Skilled in modern technologies like Swift, PostgreSQL, and Docker, with expertise in designing APIs, authentication workflows, and CI/CD pipelines. Proficient in frontend frameworks such as React, Next.js, SvelteKit, and TypeScript, as well as mobile development with SwiftUI and Flutter. Leverages expertise in Figma, Adobe Creative Suite (Photoshop, Illustrator, XD), and design systems to craft intuitive, accessible, and visually compelling digital experiences through prototyping, wireframing, and usability testing. Experienced in Agile and Scrum methodologies, with a keen ability to adapt to new tools and technologies, including Node.js, Express, and .NET. Passionate about delivering seamless, engaging, and user-centered solutions across platforms by combining design thinking and software engineering.

Links

LinkedIn   **GitHub**   **App Store**   **Behance**   **X**

Education

2024 - 2026 (Expected)
Technische Hochschule Ingolstadt, User Experience Design (M.Sc.) | Ingolstadt, Germany

2023 - 2025
Anadolu University, Visual Communication Design Science (Distance Learning) (M.Sc.) - (GPA: 3.13) | Eskişehir, Türkiye

2017 - 2021
İzmir University of Economics, Visual Communication Design (Track: Multimedia Design) (BDes) - (GPA: 3.39) | İzmir, Türkiye

Experience

February 2022 - January 2023
digitastic.de, Mobile Developer | İzmir, Türkiye
- Developed mobile applications for accounting systems using Flutter, Dart, Swift, and Kotlin.
- Collaborated within an Agile team to ensure efficient development and seamless integration of features.
- Leveraged Google Firebase Crashlytics for real-time issue tracking and resolution.
- Optimized app localization processes using Google Firebase Remote Config, improving speed and efficiency across multiple languages.
- Relevant Links: • App Store • Google Play Store

March 2021 - June 2021
Gökhan Talay Ayakkabı, Creative Director | İzmir, Türkiye
- E-commerce designs and product photography, working with sales and marketing.

August 2020 - February 2022
Dijital Darağaç, Visual Communication Designer | İzmir, Türkiye
- Outdoor Augmented Reality for Alternative Art Spaces for scientific research project.
- App Store: Dijital Darağaç
- Goolge Play Store: Dijital Darağaç
- News: 3 dimensional 'art' invited to Belgium

September 2019
Naturel Su Arıtma, Designer | Ankara, Türkiye
- Web content creator for the company's website.

February 2019 - February 2019
Medya Ankara Çözüm Danışmanlık, Graphic Design Intern | Ankara, Türkiye
- Visual graphics designing for the digital media.

February 2019
Payidar Law Agency, Freelance Photographer | Ankara, Türkiye
- Captivating custom business photographs for the company's website.

August 2018 - February 2019
Medya Ankara Çözüm Danışmanlık, Graphic Designer | Ankara, Türkiye
- Website content designing and Wordpress management.

January 2019
Hilal Karakaş, Freelance Photographer | İzmir, Türkiye
- Official photographer for the school project that focused on fashion.

June.2018
Arfen Private School, Freelance Designer | Ankara, Türkiye
- Designed the school's yearbook for the class of 2018.

January 2018
Arfen Private School, Freelance Video Producer | Ankara, Türkiye
- Produced and edited the advertisement/promotion video for the school.
- Youtube: Arfen Koleji Tanıtım Filmi

Projects

Currently working on

Apprid, Software Developer and Visual Communication Designer | İzmir, Türkiye

- Developed RESTful APIs with Swift Vapor and PostgreSQL for secure data management and app showcase functionality.
- Integrated Paddle payment processor for seamless monetization.
- Built a responsive frontend using SvelteKit (using TypeScript and TailwindCSS) with Canvas API for dynamic grid rendering.
- Deployed on a VPS using Docker, Docker Compose, and NGINX, ensuring scalability and reliability.
- Automated CI/CD pipelines with GitHub Actions for efficient deployment and maintenance workflows.
- Relevant Links: • Website • The Project

Currently working on

PrexiPay, Software Developer and Visual Communication Designer | İzmir, Türkiye

- Designed and developed a cross-functional app for managing group expenses and splitting bills, implementing a seamless user interface with SwiftUI and robust backend architecture using Swift Vapor and PostgreSQL.
- Implemented real-time synchronization and collaboration features using WebSocket and Redis, ensuring smooth user interactions across devices.
- Enhanced the latest version with OCR and AI capabilities for automated scanning of bills and invoices, simplifying expense management.
- Built on a robust backend powered by PostgreSQL for secure and efficient data handling, with APNS integration and notification queues to ensure timely and reliable delivery of push notifications.
- Currently in development; watch the preview video to explore its innovative features and user-centric design.
- Relevant Links: • Behance (Initial Design) • Initial Design Preview • Development Version Preview

September 2024 (Published on App Store)

Thothr, Software Developer and Visual Communication Designer | İzmir, Türkiye

- Developed a platform for creating time-locked posts, enabling users to document milestones and reflect on personal growth, using Swift, SwiftUI, and Swift Vapor.
- Implemented core social media functionalities, including user authentication (login, registration) and friendship management (add/remove friends).
- Built a backend architecture powered by PostgreSQL for secure data handling and seamless social interactions.
- Deployed on a self-hosted VPS using Docker and NGINX, ensuring reliability, scalability, and performance.
- Designed a seamless user experience for goal setting and future-focused content sharing.
- Relevant Links: • App Store

February 2024 (Published on App Store)

Critique, iOS Developer and Visual Communication Designer | İzmir, Türkiye

- Designed and developed an AI-powered feedback tool using Swift and SwiftUI, seamlessly merging creativity and technology to provide instant analysis of design files based on principles like balance and unity.
- Integrated OpenAI APIs and models to deliver AI-driven critiques, scoring, and personalized improvement suggestions, enabling users to refine their work with unmatched precision.
- Implemented a subscription-based monetization model, unlocking premium features such as unlimited advanced AI critiques and detailed improvement suggestions.
- Engineered multi-language support to cater to a global audience, ensuring accessibility and inclusivity for designers and non-designers alike.
- Utilized SwiftData and CloudKit for efficient data management, enhancing the app's performance and scalability across Apple platforms.
- Relevant Links: • App Store

May 2023 (Deployed on a VPS)

tutkucevik.com, Software Developer and Visual Communication Designer | İzmir, Türkiye

- Developed a type-safe server-side rendered website using Swift Vapor and Plot (HTML DSL), styled with Tailwind CSS for a clean and responsive design, building upon a previous version of my website.
- Created a custom tool to automate styling by generating Tailwind CSS classes directly from Swift code, streamlining the development process.
- Deployed on a VPS using Docker, leveraging modern containerization for reliability and scalability.
- Relevant Links: • Website • Old Version

April 2023 (Open Sourced on GitHub)

AuthoConnectable, Backend Developer | İzmir, Türkiye

- Developed and open-sourced a project template for Swift Vapor to simplify the setup of new backend applications, seamlessly integrating Authomatek and ConnectableKit packages.
- Streamlined authentication and response DTO management, enabling developers to quickly start projects with pre-configured authentication and structured JSON responses.
- Designed to enhance productivity and consistency in backend development workflows.
- Relevant Links: • GitHub

April 2023 (Open Sourced on GitHub)

Authomatek, Backend Developer | İzmir, Türkiye

- Developed and open-sourced a Swift package for the Swift Vapor framework, providing pre-configured authentication for relational databases like PostgreSQL with detailed documentation, enabling developers to quickly integrate authentication into their projects.
- Automated the creation of routes, controllers, and models to streamline the setup of authentication systems for Vapor applications.
- Integrated JWT-based authentication and RESTful API principles for secure and scalable backend implementations.
- Relevant Links: • GitHub • Swift Package Index

March 2023 (Open Sourced on GitHub)

ConnectableKit, Backend Developer | İzmir, Türkiye

- Developed and open-sourced a Swift package for the Swift Vapor framework, simplifying response DTOs and JSON structures for backend projects.
- Expanding functionality to integrate with SwiftUI, enhancing seamless interaction between frontend and backend in Swift-based applications.
- Designed to streamline backend development workflows, improving efficiency and consistency in API responses with comprehensive documentation for community use and contributions.
- Relevant Links: • GitHub • Swift Package Index

February 2022 (Published on App Store)

eightthings, iOS Developer and Visual Communication Designer | İzmir, Türkiye

- Developed an iOS app using Swift and SwiftUI, allowing users to manage and complete their eight critical daily tasks with customization options.
- Integrated CoreData for efficient local storage and CloudKit for seamless synchronization across devices.
- Implemented in-app purchases to provide access to advanced customization options for themes and styles.
- Relevant Links: • App Store • Behance • Instagram

Languages

Turkish	**English**	**German**	**Russian**
Native	Advanced	Beginner	Elementary

Achievements

18 February 2024 - 18 February 2026
BAND 7.0 (C1) IELTS, Certification (IELTS) | İzmir, Türkiye

May 2017
Game Tournament, Organization (Social Science University of Ankara) | Ankara, Türkiye
Developed and implemented a local network system for on-site matchmaking, enabling seamless player connections during the tournament, while also designing a spectator mode to stream live sessions in a separate viewing area, enhancing audience engagement and overall event experience.

04.2019
Fresh from The Oven, Exhibition (K2 Contemporary Art Center) | İzmir, Türkiye

12.2018
"Which one is Hard: To Create or to Sell?" with Mehmet Gözetlik,

Workshop (İzmir University of Economics) | İzmir, Türkiye

12.2018
Mirror, Workshop (İzmir University of Economics) | İzmir, Türkiye

10.2018
Floating Forest, Workshop (Good Design) | İzmir, Türkiye

05.2018
Play with Your Food with Phil Cleaver, Workshop (İzmir University of Economics) | İzmir, Türkiye

06.2017
here&now, Exhibition (Social Science University of Ankara) | Ankara, Türkiye

05.2017
Game Tournament, Organization (Social Science University of Ankara) | Ankara, Türkiye

November 2016 - December 2016
Game Development Certificate Program, (TED University & TOGED) | Ankara, Türkiye
Completed a 2-months Game Development Certificate Program at TED University & TOGED, collaborating with a team of four (two designers, two developers) to create a Unity game using C#. The program emphasized teamwork, game mechanics, and design principles, providing hands-on experience in developing and delivering a functional game project.

Additional Details

Technical Skills
- Swift, SwiftUI, Swift Vapor, JavaScript, TypeScript, Node.js, Express, Dart, Flutter
- RESTful APIs, Authentication Mechanisms, CI/CD Pipelines, GitHub Actions
- SQL, PostgreSQL, MongoDB, CoreData, CloudKit, SwiftData
- Docker, NGINX, Linux, ngrok
- Git (GitHub, GitLab), Agile, Scrum Methodologies, Jira
- Xcode, VS Code, Android Studio
- Adobe Creative Suite (Photoshop, Illustrator, XD, AE, PP), Figma, Concepts

Academic and Professional Interest
- Human-Computer Interaction
- Scalable and Secure System Development
- API Architecture and Integration
- Cloud Infrastructure and Server Management
- Apple Ecosystem Development Tools
- Wearable Technologies
- Augmented, Virtual, Mixed Reality Technologies
- Photography and Videography
- Computer-Aided Design Softwares

Personal Skills
- Quick Adaptation to Emerging Technologies
- Strategic Time Management and Planning
- Problem-Solving with a Creative Approach
- Collaborative and Effective Communication
- Attention to Detail and Technical Proficiency
- Resilience and Learning Agility
- Strong Analytical and Critical Thinking
- Initiative and Proactive Decision-Making
- Continuous Improvement Mindset