






Omar Sinan

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EDUCATION

Carnegie Mellon University

B.S. in Computer Science

Minor: Information Systems

Expected: May 2021

TECHNICAL SKILLS

Proficient

HTML5 / CSS3 (with Bootstrap / Bulma), PHP, Javascript ES6, Python, Lua

Intermediate

C, Go, C#, Swift, Django, Standard ML

PROJECTS

Random TedTalks Video

- Created a website that randomly picks a TedTalk video. It uses HTML, CSS and Javascript
- Featured on [producthunt.com](https://www.producthunt.com) and [free.com.tw](https://www.free.com.tw)

RPG Game - Fire Swords

- Developed a role-playing game using Lua on ROBLOX Studio game engine
- Gained 30,000 visits in the span of 3 months
- Featured on the [front page](#) of ROBLOX

OS Emulator

- Created an OS emulator using python
- Implemented user authentication and programs like paint, calculator and minesweeper
- Developed the ability to save files locally

iOS Application - Focus

- Developed an app using Swift that helps the user avoid using their phone while they work
- Utilized face-down technology that notifies the user when the session is over using the flashlight

EXPERIENCE

E-Butler - Software Engineer

- Maintained and updated a service aggregator platform app using Swift
- Utilized GraphQL for API management between the app and the server
- Used NodeJS as the backend technology alongside React Native for the frontend

Carnegie Mellon University - Course Assistant

- Assisted students in a Python course by explaining key concepts about the language

Camp Festival - Instructor Intern

- Taught children how to make games on Unity, video editing and how to stream on Twitch

Catalyst - Job Shadowing

- Learned more about app development with Swift
- Helped come up with ideas for their game to increase user engagement