# Aisana Zharmagambetova

SOFTWARE & APPLICATION DEVELOPMENT | PROJECT MANAGEMENT | UI DESIGN

**CONTACT ME:**

✉ Email Me

in See LinkedIn Profile

## Introduction

Education and work go hand in hand. I look for opportunities to explore and work in the industry of software development and design. I am a fast learner and a dedicated worker when it comes to creating and developing random tools that can be of use to society in small or large matters. I believe that there is no limit to perfection and I aim to gain more practical experience whenever I get the chance.

## Education

### COMPUTER SCIENCE (BSC)

University of Westminster

Award Class: First Honours

Period: September 2020 to June 2023

### DIPLOMA OF INTERNATIONAL BACCALAUREATE (IB)

Halcyon London International School

Date issued: Oct 2020

Final score: 39/45 ( includes English: 6/7 and Math: 6/7)

## Skills

ANDROID MOBILE APPLICATION DEVELOPMENT

DATABASE SQL WRITING

UX DESIGN AND PROTOTYPE DEVELOPMENT

OBJECT- ORIENTED PROGRAMMING (JAVA)

UNITY INTERACTIVE MEDIA DEVELOPMENT

UNREAL ENGINE GAME DEVELOPMENT

## Programming languages

JAVA | SWIFT | PYTHON | HTML | CSS | JAVASCRIPT

## Tools

ANDROID STUDIO | XCODE | NETBEANS | VISUAL STUDIO | SQLITE STUDIO

## Media and Games

BLENDER | UNITY | UNREAL ENGINE | AXURE RP | FIGMA

## Other

GOOGLE TOOLS | TRELLO | GITHUB | LUCIDCHART

## Interpersonal Skills

TIME AND PROJECT MANAGEMENT

COMMUNICATION

LEADERSHIP

CREATIVITY

PROBLEM SOLVING (USING CREATIVE THINKING)

## Personal Projects

### Fitness Tracking Mobile App (Final Year Project)

SEP2022-MAY2023

Personal project aimed to developing fitness tracking mobile application with game features for Android devices.

ANDROID STUDIO | JAVA          AXURE | TRELLO

- Project Management
- UX Design & prototyping
- Time management (using Trello)
- Self-study and Self-development

### First Aid Application Simulator (Module Project)

JAN-MAY 2022

Simulator Application made to let people try and learn how to act during accidents. It was developed by me for the optional module of Advanced Interactive Media Development (year 3)

UNITY | BLENDER          MIXAMO

- Visual scripting
- Prepare prefabs
- Plan architecture/hierarchy of the app players and NPC
- Project Development

### Language Mobile App ( University Group Project Manager)

SEP2021-MAY 2022

Acted  as project manager, developing a mobile application prototype for language learning with a group of 6 students.

NETBEANS | JAVA          TRELLO | GITHUB

- Generate GanttChart and sort milestones/deadlines
- trace progress and initiate discussions
- Problem solving / flexibility
- Communication
- Decision on work distribution

### Scavenger Hunt Game (Module Project)

JAN2022-MAY 2022

Created game project on my own, as part of University Module of Game Engine Architecture during year 2 (lvl 5).

UNREAL ENGINE

- Creating and sketching ideas
- Project management and planning
- Work with free resource import
- Time management, planning
- Create controllers
- UI Design

## Work Permit

Graduate Visa (due 6 Nov 2025)

## Reference

Available on request

## Languages

| Language | Level |
|----------|-------|
| English | Fluent |
| Russian | Fluent |
| German | Intermediate |
| Spanish | Beginner |