

# GAZIZ DIAS

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## EDUCATION

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**SDU University**, Kaskelen, Kazakhstan  
Information Systems

Sep. 2021 - Present

GPA: 3.61

Object-Oriented Programming, Computer Network, Database Management Systems, Web programming, Advanced Algorithms.

## EXPERIENCE

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**Game Of Drones** [Try it here](#)

Dec. 2023 - Feb. 2024

*Backend Developer*

- Developed tournament management platform with an admin dashboard.
- Localized in three languages, payment integration and OAuth2 passport authentication.
- Worked **closely with cross-functional teams** including frontend developers, designers, and project managers to ensure alignment with project goals and timelines.

**UNT Informatics.** [Try it here](#)

Sep. 2023 - Dec. 2023

*Backend developer*

- Built a tool to prepare for **United General Testing**.
- Facilitated effective communication with the team and **contributed** to making informed, collective decisions.
- Involved server-side development using **Django Rest Framework and MongoDB**, while also focusing on **code refactoring** to enhance efficiency and maintainability.

**Jasaw.shop** [Try it here](#)

Aug. 2023 - Dec. 2023

*Software Engineer*

- Developed a marketplace designed **for commerce startups**, especially for local brands in Kazakhstan.
- Dynamic category changes are facilitated through the use of **recursive tables in SQL**, localized in three languages.
- Implemented RESTful APIs using **Django Rest Framework**, and utilized **Google Cloud Storage** for PostgreSQL database and storing images in storage.

**SDU Technopark**

Sep. 2023 - Present

*Backend Developer*

- Developed and brought multiple projects to MVP stages using **various technology stacks**.
- Mentored new members of the technopark, providing **training and support** to enhance their development skills.
- Facilitated cross-functional **communication** among technopark members, ensuring alignment and collaboration on project goals and timelines.

## PROJECTS

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**Multithreaded Kahoot Game.**

Online quiz game for multiple users. Consists of two applications written by using **Java GUI libraries**. First application for executing server for local area and admin panel of game. Second one used for players. Used **Multi Threading, JavaFX, I/O stream, Server socket**.

**Social media implementation on terminal.**

The terminal-based social media implementation project showcased the capability to develop sophisticated applications using **Java** in a command-line environment. By integrating **multi-threading, network programming, and advanced data structures**, the platform provided users with a seamless and efficient means of social interaction without the need for graphical interfaces.

## Shecker: Self-Service Fridge for Vending

Engineered the backend on **Django Rest Framework** for an innovative self-service vending fridge, integrating Kaspi QR Pay to facilitate seamless payment transactions. Designed and implemented a comprehensive admin panel to manage courier operations, monitor product inventories, and track purchases in real-time, enhancing operational efficiency and user experience.

## EXTRA-CURRICULAR ACTIVITIES

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### SDU ACM ICPC Club

- Actively participated in regular study sessions focused on **mastering advanced algorithms and data structures**.
- Demonstrated **problem-solving skills** by tackling challenges of varying complexities on prominent online coding platforms such as Codeforces and [LeetCode](#).
- Collaborated with team members to **analyze and discuss** algorithmic techniques, sharing insights and strategies to **improve problem-solving abilities**.

## SKILLS

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- **Programming languages** Java, JavaScript, Python, C#, TypeScript
- **Frameworks and libraries** Django Rest Framework, Fast API, Java Spring, JavaFX, Pygame, Nest.js, Express.js.
- **Database** SQL: PL/SQL, SQLite, MySQL, PostgreSQL. NoSQL: MongoDB.
- **Others** Docker, Git/GitLab, Postman, Google Cloud, AWS, Algorithms and data structures.
- **Soft skills** Problem-solving, Communication, Adaptability.