

ALISHER MUKHAMBETZHANOV

JAVA DEVELOPER



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Kazakhstan



ARKALYK PEDAGOGICAL INSTITUTE. 2018-2022

COMPUTER SCIENCE

GPA - 3.52

The topic of the thesis - "Basic features of designing and compiling mobile applications on Android".

SKILLS

- Java EE
- Spring Core
- Spring MVC
- Aspect Oriented Programming
- Hibernate ORM
- Apache Tomcat
- Eclipse
- Maven
- Node.js
- NPM
- Express.js
- HTML
- CSS
- JavaScript
- React
- Redux
- React Router
- SQL: MySQL
- NoSQL: MongoDB
- Git
- Bootstrap

PERSONAL PROJECTS



KINDERGARTEN

HTML, CSS, JavaScript, SCSS

[Github Repository](#)



REACT PIZZA

React, Redux, redux-thunk, React Router, Axios, JSON-server

[Github Repository](#)



WEB CUSTOMER TRACKER

Eclipse, Java, Spring, Hibernate, Spring MVC, Spring Annotations, Tomcat, MySQL, AOP

[Github Repository](#)

ACHIEVEMENTS

• Certificate - "New Times - advanced technologies", Arkalyk Pedagogical Institute. 1st place

Organized by the Department of Computer Science from 26.11.18 to 30.11.18, I took the 1st place in the competitive programming olympiad in the week "New Times - advanced technologies"

• Diploma - "Year of youth - 2019", Arkalyk Pedagogical Institute. 1st place

I won the 1st place in the subject competitive programming olympiad "in the world of ICT", organized by the Department of Computer Science of the Faculty of Natural Sciences and Informatization, within the framework of the Republican forum "Digital education: features and development processes" with the participation of foreign scientists within the framework of the "Year of Youth - 2019"

• "Young Scientist 2020" "Using the possibilities of digital technologies", Arkalyk Pedagogical Institute. 2nd place

I took second place for the project "Creating an application for online solutions of differential and integral calculations"

TOOK COURSES



2019 - THE COMPLETE 2019 WEB DEVELOPMENT BOOTCAMP. APP BREWERY.

2019 - THE WEB DEVELOPER BOOTCAMP 2019. COLT STEELE.

2020 - COURSERA, FRONT- END WEB UI FRAMEWORKS AND TOOLS: BOOTSTRAP 4. THE HONG KONG UNIVERSITY OF SCIENCE AND TECHNOLOGY

2020 - UNDERSTANDING TYPESCRIPT. ACADEMIND.

2020 - ALGORITHMS AND DATA STRUCTURES IN C++ (TIMOFEY KHIRIANOV). MIPT.

2021 - JAVA PROGRAMMING I. UNIVERSITY OF HELSINKI

2021 - JAVA PROGRAMMING II. UNIVERSITY OF HELSINKI

2022 - SPRING & HIBERNATE FOR BEGINNERS (INCLUDES SPRING BOOT). LUV2CODE
