Almas Baimagambetov

Work Experience

Oct 2015 - Present	Computer Science Tutor for 1ST and 2ND year students University of Brighton, UK
June 2014 - Sept. 2014	English-Russian Interpreter LLP AktubNIGRI, Kazakhstan
Oct. 2012 - Feb. 2015	(Volunteer) Guest Speaker and Mentor for IT students Bellerbys College, UK

Education

July 2015 - Present	PhD in Computing, Engineering and Mathematics, University of Brighton, UK
July 2015	BSc in Computer Science (Games), University of Brighton, UK First Class Honours | Final Year Project: Analysis of Software Development Issues in Large Scale Games Grade: 87% | Modules Studied
June 2012	Foundation Degree in IT, Bellerbys College International, UK Grade: 94%
July 2011	English Language Training St. Giles International, UK Final Level: Advanced

Scholarships and Certificates

Sept. 2015	International Research Scholarship, University of Brighton
July 2015	Best Final Year Development Project, University of Brighton
Nov. 2014	Academic Merit Based Scholarship, University of Brighton
Nov. 2013	Academic Merit Based Scholarship, University of Brighton
June 2012	Top #1 Foundation Student, Bellerbys College
May 2012	Best IT Student, Bellerbys College

LANGUAGES

ENGLISH:	FLUENT / PROFESSIONAL
KAZAKH:	NATIVE
RUSSIAN:	NATIVE

KEY PERSONAL SKILLS

- THEORETICAL AND ANALYTICAL PROBLEM-SOLVING SKILLS
- SELF-MOTIVATED, HARD-WORKING AND INDEPENDENT
- ABILITY TO QUICKLY ADAPT TO NEW TECHNOLOGIES AND LEARNING ENVIRONMENTS
- ABILITY TO QUICKLY ESTABLISH INTER-PERSONAL COMMUNICATION
- ABILITY TO LEAD, MANAGE AND OVERSEE DIFFERENT ASPECTS OF VARIOUS DEVELOPMENT PROJECTS

TECHNICAL SKILLS

BASIC KNOWLEDGE:	SQL, HTML5, CSS3, HASKELL, PYTHON, NODE.JS, LaTeX
	SPRING, FDD, TDD, AGILE
INTERMEDIATE KNOWLEDGE:	C++, SDL2, OPENGL, GIT, WIN/MAC/LINUX/ANDROID
ADVANCED KNOWLEDGE:	JAVA, JAVAFX, FXML, JS, JMONKEY, MAVEN
	API DEVELOPMENT, SOFTWARE DEVELOPMENT PRINCIPLES AND PRACTICES

INTERESTS AND ACTIVITIES

EDUCATION, TECHNOLOGY, OPEN-SOURCE, SOFTWARE DEVELOPMENT, PROGRAMMING
DATA VISUALIZATION, AUTOMATED GRAPHICAL LAYOUT MANAGEMENT & DRAWING
CHESS, CYBERSPORT

BSc IN COMPUTER SCIENCE (GAMES)

GRADES

Module	Grade	Credits
MOBILE APPLICATION DEVELOPMENT	A+	20
PROGRAMMING LANGUAGES, CONCURRENCY AND CLIENT SERVER COMPUTING	A	20
APPLIED INTELLIGENT SYSTEMS	A+	10
EMERGING GAMES TECHNOLOGIES	A+	20
COMPUTER GRAPHICS ALGORITHMS	A+	10
FINAL YEAR PROJECT	A+	40

CONTACT DETAILS

GOOGLE+:	HTTPS://WWW.GOOGLE.COM/+ALMASB0
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