Boyazid Babamurotov
Software Engineer
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Portfolio: https://boyazid228.github.io/portfolio

Professional Summary

Software Engineering student with hands-on experience in backend development (Django, REST API) and mobile development (React Native). Built and deployed full-stack applications used in real projects and coursework. Interested in server-side architecture and scalable systems.

Employment History

Back-End Developer — Web Studio, Tashkent
January 2019 – April 2021

- Developed and maintained server-side logic for web applications using PHP (Laravel) and Django.
- Designed and implemented REST APIs, including authentication and database interaction.
- Integrated external services and payment systems (Payme, Click, etc.) into web applications.
- Optimized SQL queries and database schema to improve performance.
- Collaborated with front-end developers and participated in code reviews.

Education

Hanyang University, Ansan, South Korea
Undergraduate in Software Engineering (September 2022 – Present)

Tashkent Professional College of Information Technology, Uzbekistan
Secondary Education in Software Engineering (September 2016 – July 2019)

Technical Skills

Backend: Django, Django REST Framework, Laravel, REST API Design

Frontend: HTML, CSS, JavaScript, React Native, jQuery

Programming: Python, PHP, Java, JavaScript

Tools: Git , Linux

Databases: PostgreSQL, MySQL

Projects

Mobile E-Commerce Application (University Project)

- Designed and implemented a mobile e-commerce application with product catalog and basic checkout flow.
- Developed backend REST API using Django REST Framework with JWT authentication and role-based access.
- Created data models, serializers, and API endpoints for products, reviews, and user accounts.
- Built the front-end UI using React Native Navigation and reusable component-based architecture.
- Integrated API communication using Axios for secure and structured client–server interaction.

Unity VR game (University Project)

- Developed a mini-game module using Unity and C#.
- Implemented custom visual effects (particle systems, shaders, lighting)
- Collaborated with teammates using Git and Unity's XR Interaction Toolkit.

https://github.com/chowonbhin/vancouver

Languages

- **Russian** – Native

- **Uzbek** – Native

- **English** – B1

- **Korean** – Topik 4