Daler Asrorov

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Education

B.S. of Computer Science   GPA: 3.55
University of Southern California   Los Angeles, CA
Expected Graduation Date   12.13.2016

Skills

Languages: Java, C++, JavaScript, Python, Swift, HTML5/CSS3
Frameworks: NodeJS, Play!, Django, AngularJS, EmberJS, JQuery
OS & DevOps: Linux, Git, Gulp, Grunt, Sass, Ansible, Jasmine, Cucumber
Databases & Languages: MySQL, NoSQL, MongoDB, DynamoDB, Firebase
Practices & Platforms: Agile(Scrum), Waterfall, AWS, JIRA, SVN, Slack

Experience

ESRI, *Software Engineering Intern*   Redlands, CA | 05.18.2016 – 08.14.2016
- Implemented image scaling and editing widgets for ArcGIS Pro with Adobe Creative SDK and Dojo.
- Completed 3 different projects from scratch, following Agile scrum practices.
- Built a web app for music radio analysis based on streams using ArcGIS API and Spotify API.
- Built the AI backend of the collaboration app with Python Scikit, Django & its frontend with ReactJS.
- Got 2nd place in annual company hackathon for developing iOS/Android geospatial social network.

Walt Disney Company, *Software Engineering Intern*   Los Angeles, CA | 02.01.2016 – 05.12.2016
- Wrote automation scripts for management of the AWS infrastructure and services.
- Improved old authentication system by optimizing error handling with Java and Apache Shiro.
- Researched and consulted the tech team on new technologies in DevOps space.
- Managed and automated a significant portion of the AWS architecture with Ansible.
- Collaborated with the database team on designing RESTful APIs of the Maker's client platform.

The Aerospace Corporation, *Software Intern*   El Segundo, CA | 05.18.2015 – 08.14.2015
- Worked in a team of four interns on building the company's employee workspace web platform.
- Followed agile practices, documented requirements and architecture design for the platform.
- Built dynamic profile and dashboard pages with data tables & visualizations in D3.js and AngularJS.
- Got exposure to Java Play! Framework while building the dashboard's backend.
- Wrote unit tests in Jasmine and acceptance tests in Cucumber to test platform before deployment.

USC Viterbi School of Engineering, *TA & Grader*   Los Angeles, CA | 08.22.2016 – 12.13.2016
- Assisted students with projects and understanding concepts of modern full-stack development.
- Collaborated with professor on improving the course and researching best practices.
- Technologies include JavaScript, NodeJS, EmberJS, data encryption, and client-server architecture.

Projects & Research

PIZATI   Los Angeles, CA | 09.01.2016 – Present
Web app that helps students improve their writing skills by following structured and balanced methods. Built customized editor with QuillJS library and set up RESTful API with NodeJS and MongoDB.

CapNote   Los Angeles, CA | 06.01.2016 – 09.15.2016
Mobile app for iOS devices to capture, manage, and share notes in various formats. It helps people find note-takers for the same class and collaborate via messaging/video. Made in Swift and Cocoa Touch.

DRAT, NASA JPL   Los Angeles, CA| 01.09.2015 – 12.10.2015
Built visualization web app of the repository analysis and statistics generated from distributed, parallelized (Map-Reduce Wrapper) DRAT. Used Apache Spark for map-reduce streaming and classification.

Directed Research with Prof. Jeffrey Miller (CSCI 490)   Los Angeles, CA| 01.13.2016 – 05.10.2016
Created projects and documented research on analyzing current teaching methods in K-12 schools. Under professor's supervision, constructed new methods of teaching introductory courses with Scratch.

Activities

USC Russian Trojans, *Vice President* – managed teams with a goal to promote club using minimal budget.
USC Robotics Club, *Member* – participated in a project of building the aero-robot using Raspberry PI.