

Damir Kozhamkulov

Software Engineer

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EDUCATION

•California State University Northridge

Graduated - May 2024

Bachelor of Science in Computer Science

EXPERIENCE

•XYPRO Technology Corporation

January 2024 - March 2024

Quality Assurance Intern

Simi Valley, CA

- Developed test cases and scripts based on product requirements.
- Collaborated with cross-functional teams, including developers and product managers, to resolve issues efficiently.
- Conducted regression testing to ensure software updates and bug fixes did not affect existing functionality.
- Documented test results, defect reports, and troubleshooting steps in a structured and detailed manner, improving the team's issue resolution process.
- Utilized Jira for project management and issue tracking, QMetry for test case management and execution, and Bitbucket for version control and code collaboration

•XYPRO Technology Corporation

March 2024 - Present

Developer Intern

Simi Valley, CA

- Gained experience working with platforms such as Docker, in order to containerize and work within different environments such as RHEL9.
- Enhanced the company's JFrog Pipelines by implementing Slack notifications to provide real-time updates on pipeline outputs, improving communication and monitoring efficiency.
- Worked cross-functionally on a team, developing a hardening tool for other products within the company.
- Updated and fixed bugs within RHEL9 and Rocky environments, ensuring stability and compatibility for development workflows.
- Resolved pipeline issues, resulting in a 30% reduction in build failures and improved deployment reliability

PERSONAL PROJECTS

•Airline Reservation System

Worked with a team of four people to build and implement an airline reservation system.

- Tools & technologies used: JavaFX, Java Swing, GitHub, Agile, JUnit Testing, GUI.
- Acted as Scrum master to help the team meet deadlines, designed the GUI and debugged code, performed JUnit testing, and improved the runtime of the application.
- Familiarized self with the environment of working in a group to develop a product, and got experience with utilizing the Agile development methodology.

•Graviteer

Worked on a team of six to build and present a 2D, gravity-focused game.

- Tools & technologies used: C Sharp, Unity, Jira Software, GitHub.
- My team and I created a custom player controller and custom gravity using C Sharp. Learning Unity, while using Jira to manage and keep track of progress.
- Implemented realistic physics and environmental effects. Applied mathematical concepts for gameplay mechanics, such as hitbox calculations and trajectory prediction.

•Website Portfolio

Personal Website Portfolio

- Tools & technologies used: JavaScript, HTML, and CSS.
- Used JavaScript to modify the functionality of the website.
- Deployed the Portfolio through GitHub Pages

TECHNICAL SKILLS AND INTERESTS

Languages: Java, Python, C Sharp, HTML, CSS, JavaScript, Prolog, YAML, Bash

Developer Tools: Jira, GitHub, Git, BitBucket

Frameworks: React, Node.JS, Pandas

Cloud/Databases: MongoDB, MySQL

Coursework: Data Mining, Machine Learning, Combinatorial Algorithms, Operating Systems, Web Engineering, Database Design

Areas of Interest: Cyber-Security, DevOps, Game Design, Data Science