Damir Kozhamkulov

Data Scientist / Software Engineer

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Education

•Bachelor of Science in Computer Science *Graduated - May 2024*
California State University Northridge

•Master of Science in Data Science *August 2025 - Present*
California State University Northridge

Work Experience

•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.
- Conducted regression, sanity, and smoke testing to ensure software updates and bug fixes did not affect existing functionality. Developed test cases and scripts based on product requirements.
- Improved the JFrog Pipelines of the company 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 with Python and Bash scripts for other products within the company.
- Fixed and updated bugs within the RHEL9 and Rocky environments, ensuring stability and compatibility for development workflows.
- Resolved pipeline issues, resulting in a 15% reduction in construction failures and improved deployment reliability

Relevant Coursework Experience

•Senior Design Project - Graviteer
Completed during my undergraduate study at CSUN.

- My team and I created a 2-D Platformer about a scientist dog researching gravity, which is why she goes on a mission to outer space.
- We created a custom player controller and custom gravity for fun game mechanics, such as a Gravity Gun capable of pulling and launching objects, freezing them in space, and rocket jumping by pushing off from large objects.
- Tools & Technologies Used: C# was used to create game mechanics and gravity, Unity Engine, Jira Software to keep track of sprints, GitHub for version control.

•COMP 641 - Fund Data Science
Currently working on a project that uses Machine Learning to improve the LAUSD schooling system

- This project aims to analyze LAUSD data in order to create a composite scoring system for accurately assigning ratings to various schools.
- We are using Python, and libraries such as Pandas, PyTorch, Scikit Learn, etc.
- The data we gathered is from publicly available LAUSD data (test scores, attendance, funding. etc., and we are assigning weights to all the features in order to make the most accurate model possible.
- We aim to make an intuitive application that will be able to internally share the most important features for successful schools, and where current schools need more support.(funding, teaching staff to student population, etc.)

Technical Skills and Interests

Languages: Python, Rust, Java, R, C#, JavaScript, Bash, HTML, CSS,
Developer Tools: Unity Engine, Jira, GitHub, Git, QMetry, BitBucket
Frameworks: React, Node.JS, Pandas, PyTorch
Cloud/Databases: MongoDB, MySQL
Coursework: Senior Design, Data Mining, Machine Learning, Combinatorial Algorithms, Operating Systems, Web Engineering, Database Design
Areas of Interest: Software Engineering, Machine Learning, Data Science, DevOps, Cyber-Security