Damir Kozhamkulov

Bachelor's of Science in Computer Science
Computer Science/Software Engineering
California State University Northridge

📞 (747)-232-0876
✉ damir.kozhamkulov2@gmail.com
✉ damir.kozhamkulov.841@my.csun.edu
 Damirchik11
 linkedin.com/in/damir-kozhamkulov/

EDUCATION

•California State University Northridge   *2019-Present*
Bachelor of Science in Computer Science

EXPERIENCE

•Backalley Bowling   *May 2022 - December 2022*
Porter   Northridge
  – Started off as a Porter, ensuring customer experience, and maintaining the appeal of the building.
  – Learned how to work on the bowling machines as a Mechanic, fixing a variety of issues in the machines.

•Backalley Bowling   *December 2022 - July 2023*
Mechanic   Northridge
  – Oversaw the upkeep of the bowling machines, ensured the functionality of the machines.
  – Learned to work with the oiling machine, ensured that the machines were operational, and responded to common malfunctions within the machines.

PERSONAL PROJECTS

•Airline Reservation System   *September 2022-January 2023*
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.
  – Learned to apply my knowledge in Java, worked with several libraries such as JavaFX.
  – Familiarized self with the environment of working in a group to develop a product, and got experience with utilizing the Agile development methodology.

•Website Portfolio   *August 2023 - Present*
Built a personal website portfolio using HTML and CSS

  – Tools & technologies used: JavaScript, HTML, and CSS.
  – Learned to use HTML and CSS synchronously to develop my own portfolio website.
  – Used JavaScript to modify the functionality of the website.

•Graviteer   *Ongoing*
Currently working in a team of six to build and publish a 2D, gravity-focused game.

  – Tools & technologies used: C Sharp, Unity, Jira Software, GitHub.
  – My team and I are in the process of creating a custom player controller and custom gravity using C Sharp. Learning Unity, while using Jira to manage and keep track of progress.
  – Artificial Intelligence, implementing AI behaviors for non-player characters using pathfinding, decision trees, and finite state machines.
  – Implemented realistic physics and environmental effects. Applied mathematical concepts for gameplay mechanics, such as hitbox calculations and trajectory prediction.

TECHNICAL SKILLS AND INTERESTS

Languages: Java, Python, C Sharp, HTML, CSS, JavaScript, Prolog, LaTeX
Developer Tools: Jira, GitHub, Git, MongoDB, React, Node.JS
Frameworks: React, Node.JS, Pandas
Cloud/Databases: MongoDB, MySQL
Soft Skills: Communication, Adaptability, Problem solving, Collaboration, Leadership
Coursework: Data Structures, Machine Learning, Combinatorial Algorithms, Operating Systems, Web Engineering
Areas of Interest: Security, Programming, Game Design, Software engineering