

Mirzahmedov Muhammad Qodir

■ Uzbekistan, Tashkent | ■ +998 (93) 128-99-66 | ☎■ wortex.47.mee@gmail.com

[LinkedIn](#) | [Portfolio](#) | [GitHub](#)

Full Stack Developer

Motivated and self-driven Full Stack Developer with hands-on experience in building scalable web applications using React.js and Django. Skilled in integrating APIs (including OpenAI), managing databases, and creating responsive user interfaces. Passionate about continuous learning, AI integration, and developing high-quality digital solutions.

Experience

Full Stack Developer — January 2023 – Present

Downtown (Full Stack – React & Django)

- Worked on both frontend and backend functionalities.
- Implemented real-time video calling using WebRTC, enabling smooth speaking sessions.
- Retrieved and reused card content from the existing database to expand functionality.
- Integrated Redis to handle real-time matchmaking between users, significantly improving responsiveness and scalability.

Borgo Project (Frontend – React)

- Contributed primarily to the frontend development of a **marketplace-style platform**.
- Built responsive UI components, improved user flow, and optimized overall user experience.
- Collaborated with backend APIs and enhanced state management for smoother interactions.

Education

Najot Ta'lim — Full Stack Development Course

■ 2023 – 2024 | Duration: 1 year

Learned full stack web development with a focus on modern frontend and backend frameworks, database design, and deployment.

Technical Skills

Frontend: React.js, Tailwind CSS, JavaScript (ES6+), HTML5, CSS3

Backend: Django, Django REST Framework, Python, Node.js, Express.js

Databases: PostgreSQL, MySQL, MongoDB

APIs: RESTful API Development & Integration (OpenAI, others)

Version Control: Git, GitHub

Deployment: Netlify, Vercel, Render

Other: Responsive Design, Authentication, Debugging, Problem Solving

Languages

Uzbek – Native | Russian – Fluent | English – B2–C1 (IELTS planned)

Interests

Artificial Intelligence, Open-Source Projects, Hackathons, Basketball, Chess, Continuous Learning