

# Rakhman Karymshakov

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## EDUCATION

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### Czech Technical University in Prague

Bachelor of Software Engineering (FEL), Majors: Enterprise Systems

Expected Graduation: 2026

**Relevant Coursework:** Object-Oriented Design and Modeling, Data Structures and Algorithms, Database Systems, Enterprise Architectures, Software Systems Design

### 42 Prague Courses

Completed a one-month intensive bootcamp, learning C programming, Git, and Linux

Aug 2024

## PROJECTS

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### RateMan | Kotlin, JavaScript, HTML/CSS, Public APIs | [Link to web](#)

Apr 2025 - Present

- Developing a real-time exchange rate app for Prague banks/currency exchanges, pulling data from public APIs
- Developing the Android version in Kotlin, integrating REST APIs for seamless mobile performance
- Built the web version with JavaScript, implementing dynamic rate filtering via Fetch API

### Docta | Kotlin

Apr 2025 - Present

- Contributed to a multiplatform app enabling CTU students to practice course exercises interactively
- Built ordering question backend with data models and repository logic for efficient question management
- Developed Compose-based UI with drag-and-drop and answer validation for engaging user experience

### Reservation System | Java, Spring Boot, REST APIs

Nov - Dec 2024

- Developed a backend app with Spring Boot to manage reservations and user accounts, improving booking efficiency
- Applied Spring Security for authentication and authorization, boosting system security and protecting user data
- Implemented RESTful APIs with service and controller layers, ensuring smooth communication and enhanced performance for admin and reservation management

### Bank Simulation | Java

Nov - Dec 2024

- Developed a banking system simulation to manage accounts, payment cards, transactions, and customer states, enabling multi-currency transactions with dynamic commission rates
- Implemented dynamic commission calculation based on account type and transaction size, optimizing fee handling
- Applied OOP design patterns (Builder, State, Strategy) to enhance system flexibility

### Snake Game | C++

Sep - Nov 2024

- Built a console-based game with core mechanics: snake movement, food spawning, collision and scoring
- Separated game logic and rendering threads using multithreading to achieve smooth performance
- Created unit tests to verify game functionality and maintain performance

### Tower Defense Game | Java, JavaFX

Feb - May 2024

- Developed a tower defense game with custom engine and GUI, supporting tower placement and enemy waves
- Implemented a menu window, an editing mode for map customization, and victory and game-over screens
- Created unit tests for tower placement, wave handling, and enemy behavior, ensuring game stability

### SQL Database and JPA App | Java, JPA, PostgreSQL

Feb - May 2024

- Built a modular banking app using Java and JPA for efficient database handling and data integrity
- Designed a PostgreSQL database with optimized queries for high-performance operations
- Implemented DAO pattern for streamlined database interactions

### Chessko | HTML, CSS, JavaScript, PHP

Sep - Dec 2023

- Developed a full-stack forum website for discussing chess, with features for creating, viewing, and managing posts
- Used async fetch API calls with JSON for post creation and validation, simplifying client-server communication
- Implemented user authentication, enabling secure registration, login, and profile management

## SKILLS

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**Programming Languages:** Java, JavaScript, Kotlin, Python, C++, SQL, HTML/CSS

**Tools:** Spring Boot, REST APIs, PostgreSQL, Git, Postman, JUnit, UML

**Languages:** English (B2), Czech (B2), Russian (C2), Kyrgyz (B1)