

Fayzullakhon Shamsiev

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PERSONAL MISSION

Software Engineer with expertise in Java, Python, and JavaScript, bolstered by a deep academic foundation in computer science. Passionate about tackling complex problems and committed to driving innovation in a forward-thinking organization.

EDUCATION

University of Sussex: B.Sc.(Hons) Computer Science (1:1 First-Class Honors) **September 2022 – June 2025**

- Dissertation: Developed an interactive educational web app to visualize sorting algorithms.
- Extracurriculars: Teaching Assistant for the Data Structures & Algorithms and Operating Systems modules.
- Relevant Modules: Machine Learning, Software Engineering, Computer Security, Neural Networks, Web Applications and Services.

SKILLS

Languages: Python, C#, Java, Solidity, SQL, YAML, C, HTML, CSS, JavaScript, PHP

Frameworks/Libraries: Nltk, Pandas, JavaFX, Spring Boot, Pygame, Django, React.js

PROFESSIONAL EXPERIENCE

Unify Startup: Software Engineer **June 2024 - September 2024**

Brighton, UK

- Developed a comprehensive full-stack social media platform utilizing React, MongoDB, JavaScript, Node.js, and Tailwind CSS to connect early-stage startups with potential investors and facilitate interaction among startups.
- Created a prototype allowing 20 startups from Sussex University's Entrepreneurship Team to connect and engage with the university, promoting collaboration, networking, and investment opportunities.

Gatwick Airport: Technology Intern

June 2024 - August 2024

London, UK

- Analyzed 6 months of flight data to compare actual vs. scheduled stand times, identifying inefficiencies that led to prolonged engine use and delays, and discovering £100M+ in wasted fuel costs, while also highlighting carbon footprint impacts using Python (Matplotlib, NumPy, Pandas).
- Proposed, developed, and secured approval for an empty seat detector project that utilizes YOLO and OpenCV in Python to achieve 89% accuracy while aligning business and technical requirements through presentations and pitches.
- Led a VR driver training project, managing supplier sourcing and negotiations to fulfill requirements and reduce costs by over \$1,000.

IT Community of Uzbekistan: Project Manager in Technology

May 2023 - August 2023

Tashkent, UZBEKISTAN

- Managed event logistics and entertainment for 100+ attendees at the Google I/O Tashkent conference, promoting Uzbekistan's IT community and ensuring a seamless experience.
- Led a Cybersecurity League of 8000+ members to educate youth on online safety and mentor aspiring cybersecurity professionals, collaborating with industry experts to provide impactful guidance.
- Honored as 1 of 18 outstanding project managers out of 65, receiving a prestigious award for exceptional dedication and impact.

Moneff: Software Engineer Intern

April 2023 - May 2023

London, UK

- Developed OpenAPI 3.0 applications using YAML/JSON for API interaction to onboard customers at the new location in Copenhagen, Denmark.
- Employed the Java Spring framework to develop Java applications interfacing with APIs, delivering robust and efficient solutions for 5+ business clients in the UK.
- Designed and integrated automated testing suites, which increased test coverage by 27% and enhanced the reliability and scalability of Java applications.

PROJECTS

Reinforcement Learning Football Simulation

March 2025 – June 2025

- Crafted a custom 1v1 self-play football environment using Gymnasium and Pygame, featuring physics-based ball control, dynamic player movement, and goal detection.
- Trained PPO agents with Stable-Baselines3 over 350k+ timesteps across 4 training cycles, achieving 91% explained variance, showcasing emergent tactics such as scoring, counterattacking, and precise shot-blocking.

ML-Based Football Scouting Tool

April 2025 – June 2025

- Established a full-stack Django application to identify U21 replacements for veteran players (25+), leveraging cosine similarity on 3,000+ performance profiles scraped from FBref.
- Engineered role-specific feature vectors and implemented a responsive UI using Bootstrap and Django Crispy Forms for intuitive player input and similarity results.

Uzbekistan Interactive City Explorer

March 2024 – May 2024

- Built a web app with an interactive map of Uzbekistan using OpenStreetMap API, HTML, CSS, and JavaScript.

- Mapped major cities with interactive pins showcasing local highlights, resulting in faster information retrieval and a more intuitive browsing experience.

Sentiment Analyzer for Film Reviews

September 2023 - November 2023

- Developed a Python-based sentiment analysis tool using NLTK and a Naive Bayes classifier to label movie reviews as positive or negative, achieving 82% accuracy on a 600+ review test set.
- Preprocessed 1,400+ training samples by tokenizing text, removing stopwords, and engineering features for effective binary sentiment classification.