

GULBADAM REJEPOVA

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PROFESSIONAL SUMMARY

Computer Engineering student with a strong foundation in software development, embedded systems, and machine learning. Experienced in C/C++, Python, and Swift, with hands-on projects in real-time systems, UI/UX, and AI integration. Passionate about building innovative, user-focused solutions at the intersection of hardware and software.

TECHNICAL SKILLS

Programming Languages: Python, C, C++, Java, JavaScript, Swift, MIPS Assembly, Verilog.

Libraries & Frameworks: PyTorch, NumPy, Pandas.

Tools & IDEs: Git, Visual Studio Code, Xcode, PyCharm, Google Colab.

EXPERIENCE

Computer Science Department, UIC | Teaching Assistant

Aug. 2024 - Present

- Assisted in teaching C programming course, covering problem-solving, control structures, program design, web design and software tools.
- Led lab sessions on program design, debugging, introductory object-oriented concepts in C++, and learning basics of JavaScript and HTML.

Networking Research Lab | Summer Research Intern

June 2024 - Aug. 2024

- Developed and implemented neural networks and applied algorithms for gradient descent, local and global optima, to minimize the loss function, enhancing model accuracy and efficiency by 10%.
- Collaborated on research focusing on the implementation of machine learning algorithms and decentralized data processing in distributed computing systems.

Hadia Media | Web Developer & UI/UX Designer Intern

June 2022 - Sep. 2022

- Developed and maintained websites, ensuring responsive design and user-friendly interfaces leading to 25% increase in user.
- Worked closely with clients to understand requirements and translate them into functional designs.
- Worked with cross-functional teams to ensure seamless integration of design and functionality, adhering to project timelines and client specifications.

PROJECTS

KENJI: Navigation App (iOS, Xcode)

- Developed a navigation application using Swift with real-time traffic updates and hazard notifications.
- Implemented route optimization algorithms for efficient navigation.
- Integrated a cloud-based backend to sync user input and traffic info across devices.

Tetris Game (Python) + Tiva C Microcontroller (C, Python, VS Code, CCS)

- Programmed a Tiva C microcontroller in C to function as a custom game controller.
- Enabled real-time serial communication between hardware and software for interactive gameplay.
- Developed a Tetris game using Python and Pygame with a visually responsive user interface.

OutlookSpark

- Built a Chrome extension that enhances Microsoft Outlook with a sleek, user-friendly interface.
- Implemented AI-driven email categorization to auto-sort messages by content, sender, and priority.

EDUCATION

University of Illinois at Chicago (UIC)

Aug. 2023 - May 2027

Bachelor of Science in **Computer Engineering**

- Minor:** Computer Science
- Concentration:** Software Development

Relevant Coursework: Data Structures & Algorithms, Software development, Programming Practicum, Circuit Analysis, Digital Logic Design, Embedded Systems, Electronics, Machine Learning, Computer Organization & etc.