### **Hasan Rzayev**

.NET Backend Developer • Baku, Azerbaijan • hsnrz2002@gmail.com • 994-50-342-18-19

#### **Experience**

# Jugaad (Internship

## **Full Stack .NET Developer**

June 2022- June 2023

- Developed real-time messaging and notification systems using ASP.NET Core and React.
- Built real-time applications with SignalR.
- Designed modular systems using Microservices architecture.
- Deployed and optimized applications on Azure and Docker.
- Designed complex SQL Server databases using Entity Framework Core.

## **Projects**

#### **PhotoHome**

Technologies: ASP.NET MVC, Cloudinary, SQL Server

A social media-style platform for photo sharing, allowing users to upload and interact with photos. Images are stored securely in the cloud using Cloudinary. The platform supports features like likes, comments, and user engagement with a focus on performance and scalability.

# **HelpOverty (Google Solution Challenge)**

A system designed to coordinate social aid and donations, streamlining the donation process. Connects donors with those in need through an efficient and user-friendly platform, enhancing transparency and organization in charitable activities.

### **Experience Sharing Platform**

Technologies: ASP.NET Core, React, SignalR

A web application where users can share their experiences. Features include real-time messaging and a live notification system powered by SignalR. Built with a modern UI and scalable backend to support smooth, real-time communication.

# **Education**

### **Baku Engineering University**

Degree: Bachelor's in System Engineering

GPA: 80/100

### Step IT Academy

Baku, Azerbaijan April 2021 – February 2025

Graduation Date: July 2023

Baku, Azerbaijan

#### **Skills & Interests**

#### Backend:

- ASP.NET Core (MVC, Web API)
- •Entity Framework Core, Dapper
- •Microservices, RESTful APIs
- •Java, Node.js, PHP, Python
- Microsoft Azure, Cloudinary
- Docker, CI/CD (GitHub Actions)

#### **Databases:**

- Microsoft SQL Server, Entity Framework, Dapper,
- Redis, RabbitMQ