

ISROILBEK JAMOLOV

Student

- +36 20 561 54 84
- jamolovisroilbek@gmail.com
- jamolovisroilbek.tech
- github.com/Jamolov-Isroilbek
- linkedin.com/in/isroilbek-jamolov

ABOUT ME

A motivated ELTE Computer Science sophomore, I seek internships to merge academic learning with practical application. Known for determination, teamwork, and consistent performance, I aim to excel in software engineering through collaborative, real-world experiences.

EDUCATION

- Eötvös Loránd University
Bachelor of Science in
Computer Science
CGPA 4.52/5 • 2022 - 2025
- Academic Lyceum №1 of the Ministry of
Internal Affairs
CGPA 4.65/5 • 2019 - 2022
Family Law, Administrative and Criminal
Responsibility Codes, Labor Code, English
and Russian languages, History

SKILLS

- Java, C#, CSS, Python, SQL, HTML
- Git, JavaScript, PHP, C, GitHub
- PowerShell, Linux, Functional Programming
- OOP, Design Patterns, Testing
- Algorithm & Data Structure, Software Tools
- Reasoning & Critical Thinking, Problem Solving
- Communication, Teamwork & Collaboration

CERTIFICATIONS

- 2023 IoT Fundamentals: Big
Data & Analytics

ACCOMPLISHMENTS

- 2022 **Stipendium Hungaricum
Scholarship:** For academic
excellence at ELTE.
- 2021 **Top English Competency:**
Highest ranking in lyceum
English proficiency.
- 2020 **Taekwondo Urban
Champion:** Demonstrating
martial arts skill and
dedication.

PROJECTS / EXPERIENCE

- 2024 Pokémon Trading Card (PHP, JavsScript, CSS)
Created a server-side application for trading Pokémon cards. Implemented PHP for backend logic, JavaScript and CSS for frontend development, and JSON for data handling. The site features user authentication, admin functions, and dynamic content rendering based on user interactions.
- 2023 MapMaker (JavaScript, HTML, CSS)
A grid-based map system game featuring mountains & various map elements. Integrated game mechanics; random mission selection, scoring systems, to enhance gameplay experience.
- 2023 IoT Home Simulation (Python)
Programmed an automated home simulation in Python, using data structures and OOP. Implemented GUI for user-friendliness and added exception handling for robust operation.
- 2023 Tron Game (Java, SQL)
Built a Java-based game using the MVC architecture for structured and efficient code organization. Integrated GUI for interactive gameplay and SQL for data management and score tracking.
- 2023 Rubiks Clock (Java)
Created a game simulating a Rubik's clock puzzle. The game features a 3x3 grid of clocks, with gameplay involving adjusting clocks to show the same time using buttons. Programmed to track the number of steps taken to solve the puzzle and automatically restart upon completion.
- 2023 Atmosphere Simulation (C#)
Developed a simulation using OOP and design patterns, with file reading from text files to model atmospheric changes.
- 2023 Gaussian Elimination (Java)
Developed a Java program to solve linear equations using Gaussian Elimination. Implemented row echelon form and back substitution methods with robust error handling and thorough unit testing.

LANGUAGES

- Uzbek, English, Russian