


MOLDIR ANDIRBEKOVA

Atyrau, Kazakhstan

✉ andirbekovam@gmail.com  <https://www.linkedin.com/in/moldir-andirbekova>

 <https://github.com/MoldirAndirbekova>

Education

Suleyman Demirel University - SDU

Bachelor in Information Systems

Almaty, Kazakhstan

Sep. 2021 – May 2025

- Relevant Coursework: Introduction to Algorithms, Database Management Systems, Programming Technologies and Educational Practice, Discrete Mathematics, Linear Algebra.

Projects

Student Access Form | Java, CSS, MySQL

August 2022

- Developed application by implementing JavaFX library which supports registration and login functionality.
- Realized the connection between **Java and MySQL Server** by using **JDBC API** to manage user inputted data.
- Utilized the Scene Builder to create a GUI for the application in order to allow different scenes to interact with each other.
- Learned** how to manipulate and build queries through SQL.

Daily Jokes Bot | Python, Beautiful Soap, Telegram API

July 2022

- Built a bot using **Python and Telegram API**, which sends jokes obtained by parsing a web resource.
- Implemented a **parsing using Beautiful Soap**, which parsed through a large website and extracted information.
- Accomplished code using Beautiful Soap to interact with the correct elements of the web page.
- Learned basics of Python and how to implement parsing in the project without previous experience.

Multithreaded Kahoot Game | Java (Multithreading, Socket, OOP, Exception Handling, Collections)

April 2022

- Created a multiplayer Kahoot game by using Java to simulate the common functions of creating and playing an online game.
- Used **JavaFX library** to create a GUI that supports actions such as entering username and password, choosing files, and options, skipping the questions, background music, showing results, etc.
- Implemented **object-oriented programming practices** such as inheritance to create different question types and databases.
- Applied **Java Networking** to establish One to Many Communication between Server and Clients.

Fast Food Station System | Java, OOP

November 2021

- Developed a program using Java to implement the Admin and Client part of the Bot.
- Designed a UML diagram with fully implemented classes and a test sample to **optimize** work.

Honors And Awards

Scientific project in informatics

Spring 2019

Research Project

IT school-lyceum

- Was awarded **2nd place** in the city competition for scientific projects in informatics among 20 participants.

Leadership / Extracurricular

Compose Camp by Google

Oct. 2022 - present

Participant

- Participant in a three-month Android Compose Camp by Google.

HackNU 2022

Sep. 2022

Team leader

Nazarbayev University

- Successfully passed the selection for the offline hackathon **among 900 participants** (approximately).
- Managed a development team of 5 members and held meetings to oversee progress.
- Collaborated with team members using version control systems such as Git to organize modifications and assign tasks.
- Learned Maps JavaScript API and Three.js library to control 3D data.

Technical Skills

Languages: Java (main), HTML/CSS, JavaScript, SQL, Python

Developer Tools: IntelliJ IDEA, VS Code, Sublime, Scene Builder, PyCharm

