Moldir Andirbekova

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# Education

**Suleyman Demirel University - SDU Almaty, Kazakhstan**

*Bachelor in Information Systems 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

**Technologies/Frameworks**:Linux, Windows, GitHub, Bootstrap