

Arukhan Kenes

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EDUCATION

Brunel University London

Bachelor of Science in Computer Science

Relevant coursework: **algorithms, computer networks, database, software engineering**

London, UK

Sept 2019 – May 2023

EXPERIENCE

Brunel University London

Full Stack Engineer

London, UK

Dec 2022 – March 2023

- Solely building **full stack application** for the company. Developing the front-end and back-end with aim of creating a special platform for master students to recommend them suitable courses according to the test results.
- Integrating **React.js framework** for the front-end and **Spring library** for the server part of application

Brunel University London

Teaching Assistant

London, UK

Sept 2022 – March 2023

- Working under the supervision of establishing teaching staff in a busy University. Supporting teaching staff in the delivery of education providing **academic support** for big groups of students.
- Coaching **complex concepts** in a small group setting, grading assignments, and examinations.
- Giving weekly lectures to students enrolled in **advanced programming language** courses.

Kumbez-Construction

Intern / IT-technician

Shymkent, Kazakhstan

May 2020 – Sept 2020

- Collaborated with 3 developers on a project in developing websites, providing contextual advertising, and targeting.
- Achieved high maintainability and flexibility of the project by learning and applying clean architecture using **MVC design** pattern in two weeks.
- Participated in the development of multiple **full-stack applications** for construction and medical companies that were used by over **200 users daily**.
- Maintained and built **two chat bots** with the main engineer, **organizing data flow**, and **improving work productivity** to do tasks by 50%

PROJECTS

Foodabale, a web project for the food donation (Duration: 9 months)

- Created a platform to provide online food donations as a part of the **Software Engineering team**.
- Provided opportunity to create donator and receiver accounts, **manage food donation, sorting with special filters and searching**, and **collect reward points** to buy certain discounts.
- Followed **Agile methodology** during development: regular 2 meetings within a week and writing **sprint backlog** with sprint goal at the beginning of each sprint.
- Used technologies: **Java, Spring-boot, Hibernate, MySQL, HTML, CSS, JavaScript, React.js**.

Hidden Film game, Hackathon project, mini fun web game (Nominated among 170 participants)

- Created a cross-platform game application to guess the name of the hidden movie for iOS and Android in **HackTheMidlands 6.0** and won **300£ award** working in a team of four.
- Developed **API calls** to provide the name of the movie names, guess counts, and provide all answers at the end.
- Designed and normalized **relational database**. Used SQL databases and increased performance by **80%** by using caching.
- Used technologies: **Java, MySQL, JSON, HTML, CSS, JavaScript, React.js**.

EXTRACURRICULARS

- Made in Brunel 2022** software innovation – 1st place for Foodable project (out of 16 teams, **400 £ award winner**)
- UKIEPC 2022** – 1st place in Brunel University London (out of 12 teams, **150£ award winner**)
- Qualified and participated in **ICPC Northwestern Europe Contest 2022 Netherlands**
- Designed and presented solution as a part of a team for **READY programme 2021**
- Mentorship of freshman students, **Student Ambassador and Student Rep** (2020 – 2021).

SKILLS

Programming Languages: Java, JavaScript, Python, PROLOG

Programming Technologies: Spring Boot, Git, HTML, CSS

Other skills: Object-Oriented Design, UML, Design Patterns, SQL, Distributed Systems, Algorithms