FARID MIRZAYEV

COMPUTER SCIENCE STUDENT

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ABOUT ME +

I am a 3rd year computer science student. I derive pleasure from following new technology trends. I am curious about discovering different software domains and have experience in mobile development, backend development, and machine learning.

LINKS +

- www.linkedin.com/in/faridmirzayev
- www.github.com/MirzayevFarid
- www.mirzayevfarid.me

EDUCATION +

Bilkent University

- Ankara, Turkey
- Bachelor's Degree
- Computer Engineering
- Graduation date - 2021

TECHNICAL SKILLS +

Java	UML
C/C++	HTML-CSS
Javascript	React
Flutter	MySql
Android	Firebase
Adobe XD	Git/Github

LANGUAGES +

ENGLISH - Advanced

TURKISH - Advanced

RUSSIAN - Beginner

EXPERIENCES +

Radity

Oct 2019 – Jan 2020 | Zurich, Switzerland

- Worked on a project with 3K+ downloads
- Coordinated with 6 senior software engineers
- Developed a cross platform mobile app using Flutter, Firebase and Algolia
- Added a location sensitive language support to the app
- Fixed multiple bugs that were creating bottleneck for the project
- Took full lead of the project after 2 months of an introductory period
- Reported progress directly to senior management on a weekly basis

Ultralab

Feb 2019 – May 2019 | Ankara, Turkey

- Developed an android application using Java, Android and Firebase
- Teamed up with 6 software engineers
- Set up a system to handle data coming from a medical device
- Analyzed SDK to connect hardware and software via Bluetooth
- Created a data visualization system to deliver images representing data

Bilkent Mechanical Engineering Society

Sep 2018 – May 2019 | Ankara, Turkey

- Worked within an engineering team of 12
- Led the software sub-team consisting of 5 people
- Incorporated an image processing software into a robot
- Used YOLO - Deep Learning library to do real time object detection
- Facilitated communication between Arduino and Raspberry-Pi

Projects

◇ **Slay The Spire** | Jan 2020 – Ongoing

- Developing a video game using Java and JavaFX
- Using UML for visualizing the design of the game
- Implementing object oriented concepts to build the game

◇ **Done** | Aug 2019 – Sep 2019

- Developed a cross platform to-do list app using Flutter
- Configured a database system using Firebase and Firestore
- Built a notification system for reminding tasks

◇ **Callist** | Sep 2018 – Jan 2019

- Developed a calendar app for desktop using Java, JavaFX and Jfoenix
- Worked with a team of 5 people
- Set up a MySql database system to store user's data