

NAZYM ZHIYENGALIYEVA

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EDUCATION

Minerva University

B.S., Computer Science, GPA: 3.6 / 4.0

May 2027
San Francisco, CA

EXPERIENCE

iD Tech Camps

Technical Instructor

Jun 2025 – Aug 2025
Berkeley, CA

- Taught **Python & ML** to high school cohorts of 24 students, guiding them from zero experience to delivering 5-7 projects in 4 days.
- Designed week-long curricula on **Tensorflow**, **Numpy**, **Pandas**, and **Matplotlib**, using real-world datasets.
- Provided daily code reviews and debugging support, helping students refine their apps into polished demos such as ML image classifiers and chatbots presented at final showcases.

Jubo Health Technologies

Software Engineering Intern

Sep 2024 – Dec 2024
Taipei, Taiwan

- Implemented 6 modular functions with **REST APIs** to expand chatbot capabilities for a 50,000-user EHR platform.
- Debugged and optimized backend services, reducing API error rates by 25% during QA testing.
- Increased workflow coverage across medical use cases by applying prompt engineering techniques to handle specialized user queries.
- Strengthened maintainability of chatbot features by writing **unit and integration tests** that prevented regressions.
- Represented team at Taiwan Expo 2024 (70,000+ attendees) as the only student-led group demoing health tech solutions.

Mastercard

Technical Project Management Intern

Jun 2024 – Aug 2024
Almaty, Kazakhstan

- Conducted 100+ interviews and surveys with banking employees to identify gaps in AI adoption across the financial sector.
- Built interactive **React/Node.js** dashboards visualizing readiness levels and barriers, presenting insights to Mastercard executives.
- Developed an automated survey + PDF reporting tool that generated tailored role-specific recommendations, later piloted by 3 client banks in AI adoption programs.

PROJECTS

KOSQARAS - Artist Portfolio | [Next.js](#), [TypeScript](#), [React](#), [MongoDB](#) | [Deployment](#)

Apr 2025 – May 2025

- Launched a commissioned multilingual web app with responsive design, media hosting, and secure admin dashboard.
- Attracted 500+ monthly visitors and enabled the client to secure 2 paid commissions from regional artists.

Snake Game - Reinforcement Learning | [PyTorch](#), [Deep Q-Learning](#) | [Github](#)

Jun 2025 – Aug 2025

- Trained a DQN agent reaching average score of 20, peak of 35, outperforming baseline agents by 5x.
- Improved training stability via reward shaping, distance heuristics, and network optimizations, reducing variance by ~40%.

Voiceletter.ai | [Node.js](#), [React](#) | [Github](#)

Jun 2024 – Aug 2024

- Built iOS and web apps to summarize and convert news into audio, integrating GPT and Bing News API for real-time content.
- Demoed to hackathon judges and tested by 100+ users during event weekend.

TECHNICAL SKILLS

- **Languages & Frontend:** JavaScript, TypeScript, Python, Swift, HTML, CSS, React
- **Backend & Databases:** Node.js, PostgreSQL, MongoDB, REST APIs, Next.js
- **ML & Data:** PyTorch, Tensorflow, Scikit-learn, NumPy, Pandas, Matplotlib
- **Tools & Cloud:** Git, Github, Figma, Postman, Vercel, Docker, AWS, Google Cloud

LEADERSHIP & CERTIFICATIONS

Google Developer Groups | *Tech Lead*

Jan 2025 – May 2025

- Organized 5 workshops on React and backend, tripling participation (10 to 30 students) through live coding and interactive exercises.
- Mentored 3 project teams on architecture, GitHub workflows, and task planning, guiding them to deliver production-ready web apps.

Codepath | *iOS Fellow*

Feb 2024 – Apr 2024

- Certified in iOS Development (Grade: 97.3%), developing 8 iOS app projects using Swift.