

# Nurullo Boboev

SOFTWARE  
ENGINEER

## Details

Calgary, Alberta,  
Canada  
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## Links

[Portfolio](#)  
[LinkedIn](#)  
[GitHub](#)

## Languages

C, C++, C#, Swift,  
Java, Python,  
JavaScript,  
TypeScript,  
HTML & CSS, SQL

## Frameworks & Tools

Django, Java Swing,  
MySQL, Git, React,  
VS Code, NodeJS,  
Socket.IO,  
Eclipse IDE,  
JUnit,  
SwiftUI

## Fun Fact!

I'm top 0.05% of all  
players in a popular  
rhythm game called  
osu!

## Objective

Currently seeking employment for an Entry-Level Software Engineer position to grow critical industry skills and apply the skills from my Software Engineering work experience and education to develop, test, and maintain a wide array of software solutions.

## Employment History

### AeroLab Technologies, Calgary

SEPTEMBER 2021 — PRESENT

#### Junior Software & Systems Engineer

MAY 2022 — PRESENT

- Work in a team of **3** developers in a **SCRUM** workflow to design and build a **React web app** with **Firebase integration**
- **Redesigned** all Aero Lab **app workflows** and **Firebase** server rules to implement a subscription model
- Built and tested back-end **Firebase APIs** to serve **custom authentication with Google Cloud JWT tokens, Custom Registration Process, and external API integration**
- Managed and maintained the **development and bug testing** of the **AeroLink iOS app** serving **pro-level** cyclists and **international teams**

#### Capstone Team Leader

SEPTEMBER 2021 — MAY 2022

- **Oversee** and **motivate** a team of **5** Software Engineering students to deliver sprint goals on time
- Work within a team to **design** and **develop** an iOS App UI Interface using **Swift, SwiftUI,** and **Firebase**

## Education

### Bachelor's in Software Engineering, University of Calgary,

SEPTEMBER 2018 — APRIL 2022

#### Engineering Leadership Program (2 Years)

- Leading **multiple** groups and discussions, I further developed my strong foundation on **leadership** concepts and ideas

## Proficient Technical Skills

- **Object-Oriented programming**
- **Software Testing Principles and Practices**
- **Linux, Windows, and MacOS** platforms
- **Interacting with APIs**
- **Trouble-shooting software and hardware**
- **Git version control**
- Strong **analytical** and **logical thinking** skills
- Experienced in all **project phases** using **Waterfall** and **Agile Methodologies**

## Projects

### Websu MERN Stack App – [see more](#)

FEBRUARY 2022 — APRIL 2022

- Worked with a team to develop a **MERN stack app** featuring **Socket.IO** client/server real time communication
- **Designed** and **Programmed** the **React Front-end UI, client/server Socket.IO communication, and back-end client authentication**

### COVID-19 Vaccine Tracking Web App – [see more](#)

FEBRUARY 2021 — APRIL 2021

- Worked with a team to develop a **web API** using **Python, Django framework, HTML,** and **CSS** to help streamline the vaccination appointment process
- Programmed the **form validation** of the **web API** so that Nurses and Civilians can **securely** access their account information from the **SQLite database**

## Soft Skills

- **Fast** and **proactive learner**
- Strong **verbal, written, and presentation** skills
- Flexible with **collaboration**
- Extensive **customer service** and **communication** skills
- Experience working under **deadlines and pressure**
- Able to **work independently**
- **Direct** with communication