

# Muhammadqodir Turdiyev

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## Education

### Tashkent university of information technologies - TUIT

Sep 2021 - May 2025

*Bachelor in Software Engineering*

*Tashkent, Uzbekistan*

- **Relevant Coursework:** Data Structures and Algorithms, Design Algorithms, Computer Organization, Introduction to Web Programming, Introduction to Software Engineering, Designing Software Systems

### Najot Talim

Okt 2022 - Okt 2023

*.Net Backend*

*Tashkent, Uzbekistan*

- **Relevant Coursework:** In this course i learned the basics of .NET based on C# backend they cover. C#, OOP, LINQ, ASP.NET Core Web API, ASP.NET Core MVC, SQL, Entity Framework Core, RESTfull API, PostgreSQL, SQL Server, Stream I/O, Asynchronous programming, SignalR,

## Experience

### Byte Busters

May 2023 – Nov 2023

*.Net Developer*

*Tashkent, Uzbekistan*

- I implemented a complex server using C# and building this project made the process 15% faster.
- I created e-commerce tables that store the properties of any type of products in a database structure and provide efficient use of this information.
- Learned working efficiently in a team by working with the project management.

### Self-study

Nov 2023 – Present

*.Net and Unity Developer*

*Tashkent, Uzbekistan*

### Project 1C | C#, Entity Framework Core, ASP.NET Core Blazor, Bootstrap,

- It is mainly designed for efficient management of companies' reports
- Easy User Interface for viewing reports and data
- Implemented connection between C# and PostgreSQL using Entity Framework to handle user input.

### Telegram Bot E-Commerce | C#, Entity Framework Core, Telegram.Bot

- It was written in C# programming language and Telegram bot API was used to run the bot.
- Registration and maintenance of profile information for users
- Ability for users to add and remove products to cart for purchase
- to determine the addresses of buyers for delivery of the selected product

### Shooting Training Game | C#, Unity

- Introduced a health system for the character
- Damage mechanic to lower your health when a character is hit
- Implementation of the mechanics of interaction with objects
- Added sound effects for shots, kicks and other important events in the game
- UI elements such as health bar and ammo info

## Technical Skills

**Languages:** C# (Main), HTML, CSS, Python, C

**Databases:** PostgreSQL, Microsoft SQL Server, MySQL

**Technologies:** Unity, ASP.NET Core WebApi, ASP.NET Core MVC, Entity Framework Core, RESTfull API, N-tier architecture

**Developer Tools:** Git/GitHub, Swagger, Trello, Visual Studio

**About Coding:** Design principle and patterns, DRY, KISS, YAGNI, S.O.L.I.D

## Languages

**Uzbek:** Native

**English:** Reading comprehension