

# Ilkin Alizade

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## ● WORK EXPERIENCE

### LEAD DEVELOPER – TIRKAGAMES – 25/04/2025 – Current – BAKU, AZERBAIJAN

Developed and deployed the official studio website **tirkagames.com**, serving as the central hub for game showcases and external distribution links (itch.io).  
Built core game systems and internal pipelines to support ongoing game development and studio workflows.  
Handled full-cycle technical development, including architecture design, implementation, testing, and deployment.  
Represented the studio at industry events (e.g., **Mobidictum**) under the TirkaGames name, engaging with developers, publishers, and partners.  
Tech stack: **Unity, C#, Unreal Engine, Web Development (HTML, CSS, JavaScript/React), Deployment, Game Systems Design, Git, CI/Build Pipelines** etc

### FULL STACK DEVELOPER INTERN – KAPITAL BANK – 15/08/2025 – Current – BAKU, AZERBAIJAN

Developed and maintained features across multiple high-traffic platforms including **Birbank.az, Birbank Business, and BirNonus**.  
Contributed to back-end development for internal **CMS systems**, improving content management workflows used by thousands of employees.  
Built and optimized **landing pages** from scratch (HTML, CSS, React, TypeScript), ensuring responsiveness, accessibility, and SEO-friendly structure.  
Implemented REST API integrations, improved data handling logic, and fixed bugs across both front-end and back-end modules.  
Worked closely with product, design, and QA teams to ship stable features on tight deadlines.  
Tech stack: **React, TypeScript, JavaScript, Node.js, SQL, REST APIs, Git, Jira**

### SYSTEM DEVELOPER INTERN – KAPITAL BANK – 16/05/2025 – 15/08/2025 – BAKU, AZERBAIJAN

Created and configured **EVAM scenarios** for sending automated messages, push notifications, and customer journey events to Birbank users.  
Developed rule-based logic for customer targeting, behavior triggers, and event-based communication flows.  
Monitored, tested, and optimized active scenarios to ensure correct delivery across channels.  
Worked with **Linux servers** to manage applications, configure listeners, check logs, and troubleshoot scenario-related issues.  
Used SQL to validate data, verify customer segments, and debug failed sends or errors.  
Ensured that digital communication workflows met business goals and regulatory requirements.

## ● EDUCATION AND TRAINING

15/09/2023 – CURRENT Baku, Azerbaijan  
**INFORMATION SECURITY** Azerbaijan State Economic University

**Website** <https://unec.edu.az/>

## ● JOB-RELATED SKILLS

**Spring Boot, GIT, Docker, ASP.NET, Django, Node.js, React.js, PostgreSQL, MySQL, SQL Server, Google Cloud Services, Unity(C#)**

**Java, Python, C, C++, C#, Html, Css, JavaScript**

## ● PROJECTS

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01/11/2024 – 01/12/2024

### VolunteerManagementSystem

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**Description:** A web application for managing volunteer opportunities, connecting volunteers with organizations. Volunteers can apply and track their applications, while organizations can create opportunities and manage applications (accepted, denied, or reviewed).

**Key Responsibilities:**

- Developed a full-stack web application using React and ASP.NET Web API.
- Implemented user authentication and authorization using JWT.
- Designed and integrated a SQL Server database for efficient data management.
- Created RESTful APIs for handling volunteer applications and organization interactions.

**Technologies Used:**

- React, ASP.NET Web API, SQL Server, JWT Authentication, Docker, Entity Framework Core

**Links** <https://github.com/TheIkinAlizade/vmsasp2> | <https://github.com/TheIkinAlizade/VMSReact>

08/08/2024 – 27/08/2024

### WhichBetterApp

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**Description:** A ranking website that allows users to vote between two randomly selected candidates in five categories: Actors, Actresses, Musicians/Bands, TV Shows/Animations, and Movies. Users can view rankings on the leaderboard and upload new candidates with names, categories, and image URLs.

**Key Responsibilities:**

- Developed the frontend using React for a dynamic and interactive UI.
- Implemented a ranking system based on user votes between two randomly selected candidates.
- Designed a leaderboard to display real-time rankings and scores.
- Enabled users to upload new candidates with names, categories, and images.
- Integrated **json-server** as a backend to store and manage ranking data.

**Technologies Used:**

- React, JSON Server, REST API, React Hooks

**Links** <https://whichbetterapp.vercel.app/> | <https://github.com/TheIkinAlizade/WhichBetterApp>

16/02/2025 – 21/02/2025

### Real-Time Web Chat Application

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**Description:** A real-time web chat application enabling users to communicate instantly. Built using Spring Boot with WebSocket support for seamless messaging.

**Key Responsibilities:**

- Developed a real-time chat application using Spring Boot and WebSockets.
- Integrated Spring JPA with a database for storing user messages and chat history.
- Utilized Thymeleaf for server-side rendering of the chat interface.
- Implemented Lombok for reducing boilerplate code and improving efficiency.

**Technologies Used:**

- Spring Boot, Spring WebSocket, Spring JPA, Lombok, Thymeleaf, WebSockets

**Link** <https://github.com/TheIkinAlizade/GlobalChat>

10/06/2024 – 12/08/2024

### E-commerce Website

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**Description:** A full-featured e-commerce platform enabling users to browse, search, and purchase products securely. Supports order management, authentication, and real-time inventory updates.

**Key Responsibilities:**

- Developed a scalable e-commerce platform using Java and Spring Boot.
- Implemented authentication and authorization using OAuth 2.0.
- Integrated PostgreSQL for product, user, and order management.
- Deployed the application using Docker and Kubernetes for scalability.
- Used Redis for caching to enhance performance and reduce database load.
- Implemented Kafka for event-driven architecture to manage order processing.
- Integrated Grafana, Loki, and Prometheus for monitoring and logging.

**Technologies Used:**

- Java, Spring Boot, Spring Cloud, PostgreSQL, Docker, Kubernetes, Kafka, Redis, OAuth 2.0, Grafana

**Link** <https://github.com/TheIkinAlizade/Ecommerce>

Voting App

**Description:** A voting application allowing users to vote on different topics, manage their votes, and view results in real-time. Built with Spring Boot, MySQL, JPA, and Docker for seamless deployment and containerization.

**Key Responsibilities:**

- Developed the backend using **Spring Boot** to manage voting logic and user interactions.
- Utilized **Lombok** to reduce boilerplate code and improve readability.
- Integrated **JPA** with **MySQL** for efficient data storage and querying.
- Created RESTful APIs for user registration, voting, and result retrieval.
- Implemented user authentication and vote tracking functionality.
- Containerized the application using **Docker** for easy deployment and scaling.
- Ensured application scalability and performance optimization for a smooth user experience.

**Technologies Used:**

- Spring Boot, MySQL, Spring JPA, Lombok, RESTful APIs, Docker

Link <https://github.com/TheIkinAlizade/VotingApp>

● LANGUAGE SKILLS

Mother tongue(s): **AZERBAIJANI**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	B2	B2	B2	B2	B2
TURKISH	C2	C2	C1	C2	C1
FRENCH	A2	A2	A2	A2	A2

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

● ORGANISATIONAL SKILLS

Attention to detail, Analysis, Problem Solving, Critical Thinking, Teamwork, Time Management