

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

01/11/2024 – 01/12/2024

VolunteerManagementSystem

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

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

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

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/TheIlkinAlizade/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
