



# Yesun-Erdene Jargalsaikhan

**Home :** Door 3, Apt. 2, 4 khoroo, Bayangol district, 16052, Ulaanbaatar, Mongolia

**Email:** [yesuuygls@gmail.com](mailto:yesuuygls@gmail.com) **Phone:** (+976) 99401008 **Phone:** (+976) 96891008

**Website:** <https://yesunerdene.github.io/yesunerdene> **Whatsapp:** +97699401008

**Gender:** Female **Date of birth:** 09/09/1999 **Nationality:** Mongolian

## ABOUT ME

I am currently a software engineer with a solid aspiration to expand my profession into data science; I am particularly ambitious to develop an eye-tracking technology dedicated to people with movement disabilities using machine learning. I have experience in software engineering, especially in mobile application development for 3.5 years and other software developments in the IT industry in Mongolia; also professional in the whole mobile application project development process.

## EDUCATION

[ 01/09/2016 – 12/06/2020 ]

### Bachelor in Software Engineering

**National University of Mongolia**, School of Engineering and Applied Science [www.num.edu.mn](http://www.num.edu.mn)

**Final grade:** GPA 3.5 / 4.0 (Cum Laude, Top 10 out of 104 graduates of 2020)

**Thesis title:** *The real estate advertisement for renting or selling platform based on a map.*

Based on the thesis, I developed a mobile application and website for the real estate market, including market and auction features. (Final Thesis mark: 96% A).

## JOB-RELATED SKILLS

### Software engineering

1. Broad and extensive experience in mobile application development.
2. Project planning, designing, developing, delivering, testing and maintaining.

### Framework & Technologies

1. React Native JS | React JS | Symfony (PHP) | Laravel (PHP)

### Programming & scripting languages

1. C | C++ | Python | Java | Javascript | PHP | HTML, modest experience in R

### DBMS & Query languages

1. MySQL, MSSQL, SQL, GraphQL

### Version control systems

1. Git

## LANGUAGE SKILLS

**Mother tongue(s):** Mongolian

**Other language(s):**

### English

**LISTENING** C1 **READING** B2 **WRITING** B2

**SPOKEN PRODUCTION** B2 **SPOKEN INTERACTION** B2

### Russian

**LISTENING** A1 **READING** A1 **WRITING** A1

**SPOKEN PRODUCTION** A1 **SPOKEN INTERACTION** A1

## WORK EXPERIENCE

[ 16/09/2019 – 10/01/2022 ]

### Software engineer, Digital Mall LLC (full-time)

At the beginning of my 4th year of study in software engineering, my former internship employer company offered me to work as a software developer in their e-commerce system. I worked as a part-time software developer until I obtained my undergraduate degree, and afterwards, I worked as a full-time software engineer at the company.

**Tasks:** My responsibility was the whole mobile application project development of the mobile application, core backend development, the admin panel of the e-commerce back-office, and database support engineering.

**Projects:** *Banana Mall* (mobile application and a website of e-commerce.)

[ 10/01/2022 – Current ] **Software engineer, Octagon LLC (full-time)**

**Tasks:** My responsibility is the whole mobile application project development of the Octagon ecosystem and a governmental pedometer project named AND: Walk & Earn.

**Projects:** *Octagon Ecosystem* - mobile application for digital wallet and virtual assets and crypto marketplace, *AND: Walk & Earn* - national pedometer mobile application.

[ 01/02/2021 – 10/01/2022 ] **Software developer, Powered LLC (remote)**

**Tasks:** My responsibility is the whole mobile application project development of **YESH.MN**

**Projects:** *YESH.MN* - test-based learning mobile application for high school students.

<https://powered.mn/>

[ 01/07/2020 – 01/01/2023 ] **Software developer, Alpha Labs LLC (remote)**

**Tasks:** My responsibility is the whole mobile application project development of the following mobile applications:

**Projects:** *BSB.mn*, *G-Solar monitoring*, *ISU Mongolia* and *100ail market*.

## PROJECTS

[ 01/2022 – Current ] **Octagon Ecosystem**

I worked on developing a mobile application for Octagon Ecosystem - a crypto exchange market, NFT marketplace, and digital wallet. It has broad features, such as a virtual asset market, a virtual ticket utility, awarded competitions and more. **(React Native Js)**.

Released in Mar 2022, [Apple app store](#), [Google play store](#) and [Introduction](#)

[ 09/2019 – 01/2022 ] **Banana Mall**

An e-commerce system for selling and delivering products online. As a developer, I worked on the following:

1. Mobile application of BananaMall for e-commerce of online shopping **(React Native JS)**
2. The core system for the corresponding platform **(Symfony PHP)**
3. The admin panel of the e-commerce **(React JS)**
4. Database support engineering **(SQL)**
5. [Nov 2019] Released the e-commerce website, <https://bananamall.mn>
6. [Nov 2021] Released the mobile application, [Apple store](#) and [Google Play store](#)

[ 02/2021 – 01/2023 ] **YESH.MN**

I worked on developing a mobile application for YESH.MN - test-based learning mobile application for high school students preparing for the university general entrance examination. The application has a testing feature, which lets users take a test of all kinds of high school subjects with various sorts of testing types and show the result with correct answers and theories to review. It also has the feature of helping to choose a profession for students. About 50 per cent of examinees use this application in the corresponding year to prepare for the examination. **(React Native JS)**.

Released May 2021, [Apple app store](#), [Google play store](#) and [Introduction](#)

[ 11/2022 – 12/2022 ] **AND: Walk & Earn**

I worked on developing a mobile application for the statistics on the walking of the whole national citizens. It works like a pedometer and rewards the person who reaches the targeted number of steps **(React Native JS)**. Released in Dec 2022, [Apple app store](#) and [Google play store](#)

[ 07/2020 – 01/2022 ] **BSB.mn**

I developed the mobile application of BSB.MN for e-commerce of online shopping and delivery service **(React Native JS)**. Released in Nov 2021, [Apple app store](#) and [Google play store](#)

[ 10/2022 – 12/2022 ] **ISU Mongolia**

I worked on developing a mobile portal application dedicated to employees and parents of students of the "International School of Ulaanbaatar" for managing various kinds of activity in the school **(React Native JS)**.

[ 06/2022 – 09/2022 ] **G-Solar**

I worked on developing a mobile application for the clients of a power supply company named "G-power" for monitoring and surveillance of power consumption of their activity (**React Native JS**). Released in Dec 2022, [Google play store](#)

[ 09/2022 – 01/2023 ] **100 ail market**

I worked on developing a mobile application for all trade centres of building materials in Mongolia to make their trade online. It is an e-commerce application where shop sellers register their products, and buyers purchase their needs online. Also, delivery service companies handle user orders through the application. The application is waiting for the review to be published. (**React Native JS**)

[ 05/2019 – 12/2019 ] **Togloom Trade**

I worked on developing a website for an e-sport game virtual item marketplace. (**Laravel PHP**). <https://togloom.trade/>

[ 07/2019 – 08/2019 ] **Dynamic Survey platform**

I built a dynamic create-able survey form platform during my internship at And Systems LLC (**Slim PHP**). The survey unit uses the platform to generate flexible survey forms and manage results.

## ACCOMPLISHMENTS

[ 01/2023 – 02/2023 ] **Introduction to Data Science in Python**

Successfully completed an online non-credit course authorised by the University of Michigan and offered through Coursera. **Grade Achieved: 94.75%.**

[Verification link](#)

[ 01/2023 – 02/2023 ] **Python Basics**

Successfully completed an online non-credit course authorised by the University of Michigan and offered through Coursera. **Grade Achieved: 100%.**

[Verification link](#)

[ 27/05/2019 – 29/05/2019 ] **Open Data Hackathon - 2019 - National University of Mongolia**

Participated as a team in the students' competition to build a new platform using open data from the National University of Mongolia within two days. Our team innovated a platform which generates various kinds of data visualisation with open data using **R language**.

[ 17/05/2019 – 19/05/2019 ] **Open Platform Hackathon - LendMN - 2019 (awarded 2nd place)**

Participated as a team and won 2nd place in building a new platform competition within two days. Our team innovated and developed a new idea for an e-sport game item-selling platform. My role was web development using **Laravel PHP**. [Related article](#)

[ 16/10/2020 – 18/10/2020 ] **Hackathon - AND Systems - 2020 (awarded 1st place)**

Participated as a team and won 1st place in building a new platform competition within two days. Our team innovated and developed a new idea of a task management extension for "**Visual studio code editor**", which allows managing all job tasks for developers in their code editor. I contributed my ideas and worked on developing the extension using **Typescript** programming language.

## EXTRACURRICULAR ACTIVITIES

[ 07/2019 – 08/2019 ] **Internship at And Systems LLC**

During the software developer internship, I developed:

1. Sms notification service using **Python**
2. Dynamic create-able survey form platform using **Symfony(PHP)**

[ 05/2019 – 01/2020 ] **Internship at Ocurus LLC**

Participated in the competition with company members and interned as a web developer on the project of an e-sport game virtual item-selling website named "Togloom trade" using **Laravel PHP**.

[ 2018 – 2019 ] **Certified Information Technology Professionals (IP, FE)**

**ITPEC** /Information Technology Professionals Examination Council/

Successfully passed:

[Oct 2019] Fundamental Information Technology Engineer Examination [Verification link](#)

[Dec 2018] Information Technology Passport Examination [Verification link](#)

## HONOURS AND AWARDS

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[ 12/2022 ] **Employee of the year 2022 - Octagon LLC**

**Encouragement:** For being exceptional and driven towards the company value.

### Olympiads and competitions

[ 2014 ] **Honorable certification, Kangaroo-2014 International Mathematical Competition**

[ 2013 ] **Bronze medal, The National 7th Mathematics Olympiad, 2nd round**

[ 2013 ] **Silver medal, The National 7th Mathematics Olympiad, group category, 2nd round**

[ 2011 ] **Bronze medal, The Regional Standard Mathematics Olympiad 1st round**

[ 2013 ] **Bronze medal, The National Linguistics Olympiad, 2nd round**

## HOBBIES

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### Sports and Interests

1. Archer - target archery compound style
2. Figure skating - self-educating
3. Volleyball - former player (libero) in a local team
4. Making handcraft furniture
5. Knitting & crocheting
6. Acrylic painting

## DRIVING LICENCE

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**Cars:** B