

# Aziz Abdusamiev

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## Education

**BS, Computer Science**, Brooklyn College, CUNY, 3.90 GPA

Anticipated: May 2025

**Minor, Data Science**, Brooklyn College, CUNY

Anticipated: May 2025

- ✓ **Relevant Coursework:** OOP, Data Structures, Analysis of Algorithms, Machine Learning, Web Dev, C++

## Skills

**Programming Languages:** Java, Python, JavaScript, HTML, CSS, SQL, C++, MATLAB, Bash/Shell

**Frameworks:** Flask, React, Node.js, Bootstrap, TensorFlow, Keras, NumPy, Matplotlib, Django, Selenium, JavaFX, PIL

**Tools and Technologies:** Git, Linux, GitHub, Google Cloud APIs, Unix, Microsoft Office, JetBrains Toolbox API, SDLC

**Soft Skills:** Communication, Critical thinking, Problem-solving, Leadership, Time management

**Natural Languages:** English (Fluent), Russian (Fluent), Farsi (Fluent)

## Software Development Projects

### Grade Calculating Application

- ✓ Designed and implemented a Java and Python application that simplifies grade tracking while accurately calculating and providing students with their corresponding letter grades.
- ✓ Coded 3 classes that empower the application to assign personalized weightings to grading criteria for individual classes, it can inform students of the minimum exam scores required to get a specific letter grade.
- ✓ The program has been widely spread and got adopted by 50 students and sees continuous usage.

### Enigma Machine Simulator - [a-ziz-7/EnigmaMachineSimulator](https://a-ziz-7.github.io/EnigmaMachineSimulator)

- ✓ Programmed a fully functional Enigma machine simulator made accessible via an interactive website, serving as a project for Harvard University's CS50X course.
- ✓ Recreated the historic encryption device with 159 quintillion different settings, allowing users to understand its operation and encryption principles. Accomplished completion of CS50 in just 4 weeks.

## Professional Experience

### Computer Science Tutor

January 2024 – Present

Brooklyn College, Brooklyn, NY

- ✓ Accomplished an average exam grade of 94% among tutored students, by developing captivating and interactive tutoring plans for "Intro to Programming" and "Object Oriented Programming" classes.

## Hackathons

### Stony Brook University Hackathon - [a-ziz-7/Fibbage](https://a-ziz-7.github.io/Fibbage)

February 2024

- ✓ As a member of a four-person team, I was responsible for the development of the server-side backend for our multiplayer online game Fool Me Twice, a linguistic adaptation of the Jackbox game Fibbage, using Flask.
- ✓ Due to the time limitations we were not able to finish the project. GitHub repository code was done fully by me after the hackathon.

### Rutgers University Hackathon - [a-ziz-7/EcoQuest](https://a-ziz-7.github.io/EcoQuest)

March 2024

- ✓ Built a solo project, Eco-Quest, for the best social good track, focusing on raising awareness about environmental issues through an interactive quiz platform developed with HTML, CSS, and JavaScript.

## Certificates

**The Complete 2023 Web Development Bootcamp**, Udemy

March 2024

**Princeton University's Algorithms I**, Coursera

December 2023

**CS50X**, Harvard University

September 2023

**Java Intermediate**, SoloLearn.com

August 2022