


Adil Alimzhanov

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Education

Mount Allison University, BSc in Computer Science (Minor: Mathematics) May 2025

- **Relevant Coursework:** Data Structures & Algorithms, Object-Oriented Design, Algorithm Analysis, Operating Systems, Software Design, Systems Programming, Computer Networks, Linear Algebra, Probability & Statistics.

Experience

Research Assistant, Mount Allison University, Psychology Lab 2024 – 2025

- Designed and implemented survey software for experimental research, streamlining participant management and data analysis workflows.
- Collaborated with faculty to ensure ethical research compliance and usability improvements.

Teaching Assistant, COMP 2611 (Data Structures & Algorithms) 2024 – 2025

- Provided 1-on-1 mentorship and led help sessions for 50+ students, improving course comprehension and assignment completion rates.

- Assisted in curriculum development and grading to ensure consistent, high-quality student feedback.

Head Mentor, Mount Allison University 2023 – 2024

- Managed a mentorship program of 60+ mentors and 120+ mentees, leading workshops to enhance academic and cultural adaptation.

International Orientation Chair, Mount Allison University Summer 2024

- Directed a 15-person team to organize orientation for 80+ international students, designing content that enhanced engagement and retention.

International Projects Intern, Mount Allison University 2023 - 2025

- Produced digital content and event materials that increased student participation by 20%.

Projects

Sight Reading App (Pitch-Perfect) – Java, JavaFX, MIDI GitHub

- Engineered a gamified desktop application to improve music students' sight-reading skills; implemented real-time MIDI input handling and instant feedback.
- Increased practice efficiency by enabling personalized progress tracking and adaptive difficulty levels.

Survey Collection Tool – Python, PsychoPy

- Automated survey delivery and data collection for a university psychology research lab, ensuring 100% compliance with ethical research standards.
- Improved data reliability and reduced manual processing time by 80%.

Board Game Implementation (SheepyTime) – Java, MVC GitHub

- Implemented turn-based logic, randomized events, and modular MVC architecture for maintainable and testable code.

Technologies

Programming: Java, Python, C, C++, JavaScript, Bash

Web & UI: HTML, CSS, React, JavaFX

Tools & Methods: Git, GitHub, LaTeX, Figma, Agile, Unit Testing, REST API, SQL

Machine Learning: Classification, Clustering, Regression, Data Analysis

Awards & Leadership

- Barritt-Marshall Award (2025) – Graduating international student of the year
- Computer Science TA Certificate (2025) – Recognized for teaching excellence
- Bombardier Travel Grant (2024) – Promoted global education in Kazakhstan and attended Kyoto Field School
- Certificate of Recognition (2024) – Exceptional contributions to experiential learning