Abil Damirbek uulu

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EDUCATION

Arizona State University *Tempe, AZ Aug/2022 – May/2026*

Bachelor of Computer Science

- Dean's List, GPA 3.93
- Relevant Coursework: Computer Science I(Java), Object Oriented Programming (Java & C/C++), Intro to Programming Lang (Scheme & Prolog), Data Structures & Algorithms, Calculus I & II.

PROFESSIONAL EXPERIENCE

Kalem Project, Instructor *Kyrgyzstan Sep 2021-March 2022*

- Accelerated students' mastery of algorithmic concepts by employing tailored teaching methods, resulting in noticeable advancements in their problem-solving skills.
- Adapted instructional approaches to diverse learning styles, ensuring effective comprehension and application of dynamic programming principles and C++ coding techniques.
- Crafted personalized learning plans addressing specific challenges, leading to significant improvements in students' understanding and confidence.
- Authored comprehensive educational materials and exercises, enhancing the learning experience in algorithms and C++.

PROJECTS

Jirani Digital Library, *ASU EPICS Project, Programming Lead* *Aug 2023 - Present*

- Led the development of a comprehensive digital library using a Raspberry Pi 4, emphasizing offline functionality for enhanced accessibility.
- Established a seamless connectivity mechanism between the Raspberry Pi and multiple computers through an SFTP server for an efficient and reliable book transfer.
- Implemented a robust SQLite3 database to store critical book information, encompassing title, author, description, and file path on the Raspberry Pi.
- Engineered a user-friendly local website interface to enhance accessibility, featuring book downloads, deletion, search, sorting, and book opening capabilities.

Dynamic MMO Manager, *C++ project* *Aug 2023 – Dec 2023*

- Designed an efficient MMO gaming environment using C++, including sorting algorithms for managing NPCs by level.
- Streamlined player data handling through C++ and file I/O, enabling efficient loading and saving functionalities.
- Constructed adaptive player attributes based on archetype and level, enhancing gameplay diversity.
- Utilized object-oriented programming in C++ to create comprehensive player interaction systems. Implemented interactive interfaces and dynamic displays, fostering engaging player experiences within the gaming environment.

ZyBoxLiveStore Management System, *Java project* *Jan 2023 – May 2023*

- Implemented efficient Binary Search Tree algorithms in Java for rapid game sorting, retrieval, and price-based searches.
- Utilized core Java libraries to streamline input/output processes and maintain game inventory integrity.
- Created a user-friendly ZyBoxLiveStore management system, optimizing game organization and accessibility.
- Achieved streamlined inventory management, enhancing the user experience and game accessibility.

Achievements

- Two-time Gold Medalist of the National Programming Contest among high school students in Kyrgyzstan (2020 & 2021).
- Participated in the prestigious Asia-Pacific Informatics Olympiad (APIO) 2020, where only six students per country competed, showcasing excellence in informatics on an international platform.

SKILLS

- **Software**: Python, C/C++, Java, JavaScript, HTML/CSS, Scheme, Prolog
- **Tools, Databases, and OS**: Windows, UNIX/Linux, Visual Studios, SQL, Git
- **Concepts**: Object Oriented Programming, Data Structures and Algorithms, Memory Management, Agile
- **Languages**: English (proficient), Russian (native), Kyrgyz (native), Turkish (proficient)