ADILBEK MOMUNALIEV

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SKILLS
Languages
Python, Java, JavaScript,
HTML / CSS, SQL

Technologies
Proficient:
Spark, Node.JS,
React, Git, PostgreSQL,
Android Studio
Familiar with:
Docker,MongoDB,
OpenCV, Scikit-learn,
AWS Services,
Heroku

Big Data
Spark

EDUCATION
University of South Florida
B.S. Computer Science
Aug 2015 - May 2019

Coursework:
Analysis of Algorithms
Data Structures
Operating Systems
Geo Machine Learning
Computer Architecture
Image Processing

Campus Involvement:
USF Society of Competitive
Programmers (2018-2019)

ACHIEVEMENTS
Achieved 2 kyu (top 2%)
on CodeWars platform

WORK EXPERIENCE
Software Engineer Intern (Big Data) - 180ByTwo   Aug-Oct, 2018
- Worked on delivering and pipelining data at 180ByTwo, a data driven marketing consultancy company.
- Using data analysis tools such as Spark, Machine Learning APIs etc, conducted analysis of large proprietary data sets to develop clever marketing programs for clients.
- Optimized queries on Spark platform to speed up execution by a factor of 10, enabling the delivery of marketing campaign data in a timely manner.
- Solved the problem of joining two datasets by using Dedupe.io API, achieving the accuracy of matched entries to 91%.

Software Engineer Intern (Back End) - Vixlet   Jun-Aug, 2017
- Worked on enriching a user's profile page on Vixlet platform, a social network company that connects people around common passions.
- Developed and integrated REST API endpoints what would supply information on individual's favorite sport's teams and athletes.
- Performed extensive unit testing of the endpoints using Mocha, achieving consistent response within 200ms under the load of serving thousands of clients.
- Collaborated with front-end engineers to help them coordinate and outline the format and structure of the API data.

PROJECTS
Sorting Visualizer Website | Github
React, Konva, GSAP
- Build visualization tool for sorting algorithms.
- Implemented Quick Sort, Selection Sort, and Insertion Sort with color coding.

The Game of Life Website | Github
React, Bootstrap, GSAP
- Build browser game where one can set a state and run simulation to see beautiful patterns emerge.
- Implemented a small library of the discovered patterns such as glider, pulsar, tumbler, and etc.

Film Poster Lookup Website | Github
Node.JS, GSAP, Heroku
- Website to lookup the poster of your favorite film.
- Implemented the project consuming the data from OMDB API and displaying it using DOM manipulation.