

# Aigerim Assylkhanova

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## EDUCATION

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### Constructor University

Bachelor of Science in Computer Science

**Bremen, Germany**

*Jan 2023 – present*

### National Research University Higher School of Economics

Bachelor of Science in Applied Mathematics and Computer Science

**Saint Petersburg, Russia**

*Sep 2020 – Dec 2022*

### Completed relevant courses

- Machine learning, Databases, Software Engineering, UNIX, Computer Architecture and Operating Systems, Automata Theory, Algorithms and Data Structures
- Kotlin, Java, Functional Programming, C++, Python
- Linear Algebra, Graph Theory, Mathematical Logic, Probability Theory and Mathematical Statistics

## EXPERIENCE

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### Google Intern || Java Backend, Fitbit Premium team

- Developed a new service for tracking user membership plans and comparing different plans
- Implemented new communications between Fitbit services
- Successfully deployed service to production

*skills:* Thrift, HTTP, Guice, Twitter Stack (Futures, Finagle, Finatra), SLF4J, JUnit, Mockito, Jenkins

**Warsaw, Poland**

*Jul-Oct 2022*

## PROJECTS

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### Reddit Client || Kotlin

An application for downloading Reddit topics with threads and comments.

*Dec 2022*

### Version Control System || Java

A simple version control system with commits, branches, staging area.

*Apr-June 2022*

### Interval analysis of code *Teamwork* || Python, Yacc, Lex

- Created syntax for an abstract programming language
- Developed Syntax analysis of the code that builds an abstract syntax tree
- Implemented Interval analysis that detects overflows of variables by traversing the abstract syntax tree

*Oct 2021*

### Lambda-Calculator || Haskell

A library that beta-reduce lambda terms and solve alpha-beta equivalence issues.

- Implemented an algorithm for substituting a term instead of a variable, an algorithm for checking alpha equivalence, an algorithm for multistep beta reduction to normal form
- Implemented lambda expression parser

*Dec 2021*

### !USO *Teamwork* || C++, SFML

Musical rhythm arcade. The idea of game modes was taken from the OSU! game.

- Created game-mode in the style of Piano Tiles
- Created GUI of the application

*Feb – Jun 2021*

## ACHIEVEMENTS & ACTIVITIES

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HSE Scholarship for international students

*2020*

Samsung IT-school mobile application development course

*2019*

## SKILLS

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**Programming Languages:** Java, Kotlin, C++, C, Python, Haskell, Bash, Assembly, SQL

**Tools and technologies:** HTTP, Thrift, Twitter Stack, NumPy, Pandas, SFML, Qt, Gradle, CMake, Docker, Git