

Looking for software engineering opportunities to apply my tech skills and passion for development.

Skills

Programming Languages: Java, JavaScript, Python, C, C#, Assembly

Frameworks: JUnit, Node.js, React.js, MongoDB, Ajax.js, Express.js

Technologies: AWS, Git, REST API, Database Principles, Unity, Digital Ocean, Blender

Unit Testing, Object-Oriented Programming, DBMS, Web-Development, MERN

Multilingual: Russian, English, Uzbek (all languages are proficient or above)

Projects

"Fishing Simulator 2D"

June 2024

<https://pulyau.itch.io/fishing-simulator-2d>

- Led the development of a 2D fishing simulator as part of a team of three during a game jam focused on an "Ocean" theme, contributing to both game design and coding.
- Utilized tools such as Unity and C# to implement core gameplay mechanics, including fishing dynamics and environmental interactions, ensuring smooth and responsive player controls.
- Designed game objects and assets in Photoshop, creating visually appealing and thematically consistent elements that enhanced the overall player experience.
- Collaborated effectively using SCM for version control and project management, facilitating seamless integration of assets, code, and updates among team members.

"From Bud to Bloom"

April 2024

<https://pulyau.itch.io/from-bud-to-bloom>

- Co-developed "From Bud to Bloom" as part of a team of 3 and won 1st place during a game jam centered around the theme "Bloom into the New."
- Implemented key gameplay mechanics using Unity and C#, including plant growth simulation and interactive environmental features, to create an engaging and immersive player experience.
- Created detailed game assets and visual elements using Photoshop, contributing to the game's aesthetic by designing the plant growth stages and environmental backgrounds.
- Utilized SCM for version control and team collaboration, managing code integration and asset updates to ensure smooth project progress and timely delivery.

Experience

Center for Digital Humanities

Tucson, Arizona

Student Software Developer

09/2023 – Present

- Spearheading the development and continual enhancement of dynamic, MERN stack-based websites to ensure optimal responsiveness and user experience.
- Engaging closely with senior developers to seamlessly integrate innovative features and address intricate technical challenges.
- Proactively contributing to the enhancement of website performance and load efficiency, aligning with industry best practices.
- Collaborating within a cohesive team environment to curate and update web content, fostering a cohesive and polished online presence in alignment with organizational objectives.

Arizona Production Media

Tucson, Arizona

Student Production Crew Member

01/2023 – 09/2023

- Assisted in the setup, operation, and breakdown of camera and audio equipment for various television productions, including news broadcasts, documentaries, and special events.
- Collaborated with production teams to ensure smooth and efficient shoots, maintaining a high standard of audio and visual quality.
- Operated camera equipment during live broadcasts and recorded programs, following direction from directors and producers.
- Conducted equipment maintenance and troubleshooting to ensure reliable performance during productions.

Education

University of Arizona

Bachelor of Science in Computer Science (GPA 3.71)

Tucson, Arizona

Graduating in May 2026