

Ata Altyyev

209-446-7533 | altyew44@gmail.com | [linkedin.com/in/ataha322](https://www.linkedin.com/in/ataha322) | github.com/ataha322

EDUCATION

University of California, San Diego

La Jolla, CA, 9500 Gilman Dr

Bachelor of Science, Mathematics and Computer Science

Expected January 2024

- GPA: 3.6/4.0
- **Relevant Coursework** :
Intro Object-Oriented Programming (Java), Advanced Data Structures, Algorithms, Systems Programming (ARMv8 Assembly), Components and Digital Systems (RTL design, boolean logic), Theory of Computations (Finite Automata and Turing Machines), Discrete Mathematics, Abstract Algebra, Combinatorics, Software Tools.

PROJECTS

Online Store | *Web-application*

April 2022 – Present

- Online Store application with interface for 3 types of users - admin, ambassador, and client. Features implemented: registration, login, auto-emailing, sorting of products, sorted searching, collecting statistics, processing payments (through Stripe API)
- Technologies used: backend language - Golang, platform - Docker, database - MySQL, caching - Redis, encryption - JSON Web Token, payments - Stripe, emails - SMTP, concurrency - goroutines. Frontend: VueJS, Nuxt.js, Vuetify. Backend is fully functional, frontend is in progress.
- <https://github.com/ataha322/online-store-backend>

Planner.xyi | *Web-application*

June 2022 – Present

- Planner/Calendar/Notepad application. Initially implemented as a web app but will be ported on android. The structure is simple: User-Task interaction. Task modules communicate with user modules through binded UserId's, which allows to store multiple users with their private tasks. Features implemented: registration, login, sort and search, deadline counting, email verification, authentication.
- Technologies used: backend - Golang, Docker, MySQL, Redis, JWT. Frontend: VueJS, Nuxt.js, Vuetify.
- Group Project: backend - *Ata Altyyev*(me), frontend - *Boris Ryabov*.
- <https://github.com/ataha322/planner.xyi>
- <https://github.com/dzodkin33/planner-front>

Newtonian mess | *2D Gravity simulation*

July 2022

- 2D gravity and bounce simulation. Planets and their moons move and bounce off the window frames.
- Technologies used: C++ and SFML library.
- Technical details: $F = G \frac{m_1 m_2}{d^2}$
- <https://github.com/ataha322/>

HackMerced V | *Hackathon project*

February 2020

- Gym app for Android. App was supposed to recognize gym equipment and display the corresponding exercise from YouTube. My work: open the gallery, import the selected image, display on the main menu; feed 300 images of basic gym equipment to ML Kit.
- Technologies used: Kotlin, Android Studio, ML Kit.
- Accomplished: Main menu and picture selection worked out. Image recognition worked on equipment.
- <https://devpost.com/software/myexercise>

TECHNICAL SKILLS

Languages: C/C++, Golang, Java, Python, Pascal, ARM Assembly, TypeScript

Libraries & Frameworks: Docker, Redis, Gorm(MySQL), Fiber, JWT, Stripe, VueJS, Nuxt.js, Vuetify, SFML, Faker

Developer Tools: GDB, Valgrind, Linux, Git, bash & make scripts, RaspberryPi (C-code, ARM-code), L^AT_EX

Side Skills: ASM reverse engineering, Golang TDD, Matlab

Miscellaneous: Burnt serial programmer by connecting two power sources, DVD-like bouncing screensaver