

Contact

tzaliya@bu.edu

www.linkedin.com/in/tzaliya
(LinkedIn)

Top Skills

Data Structures

Algorithm Design

Algorithms

Languages

Kazakh (Native or Bilingual)

Russian (Native or Bilingual)

Turkish (Limited Working)

Certifications

Stanford Pre-Collegiate Honors
Academies Certification

Young Enterprise Certification

Aliya Tazhibayeva

LastMile scholar | GHC2022 & vGHC2021 scholar
Boston, Massachusetts, United States

Summary

I am aspired to make a social impact and create value for the society I am living in through my technical skills. I am a self-driven learner who can learn independently in a short time. I am a team player with strong communication, leadership, and interpersonal skills. I am passionate about customer service and obsessed with fulfilling clients' needs through utilizing my technical and soft skills.

I enjoy working out, running, skiing, swimming, and riding a horse outside my classes. I like learning new languages, exploring different cultures and cuisines. Also, I have interests in diverse disciplines, such as Machine Learning, Data Science, Software Development, Web-development, Environmental Sustainability, and FinTech.

I can be reached through my email at tzaliya@bu.edu. I am open to any internship opportunities.

Experience

Netflix

2 years 3 months

Software Engineer 4

August 2025 - Present (2 months)

Los Gatos, California, United States

Software Engineer 3

July 2023 - July 2025 (2 years 1 month)

Los Gatos, California, United States

Boston University Metropolitan College

IT Consultant

June 2021 - May 2023 (2 years)

Boston, Massachusetts, United States

- Assisting clients in tackling technical issues through Ticketing System, Microsoft Teams and Bomgar remote sessions in 50+ tickets per week

- Understanding how to build trusted client relationships and accountability, applying accessible and effective communication
- Performing password resets, software installation, printer troubleshooting, computer equipment replacement, and escalation of ticket(s) to the appropriate IT staff member as necessary

Meta

Above and Beyond Computer Science Program Fellow

August 2022 - November 2022 (4 months)

Boston, Massachusetts, United States

- Participate in a 9-week dedicated technical interview prep program
- Master and review data structures and algorithmic thinking, as well as application of best practices for your technical interview

Red Hat

Software Engineer Intern

March 2022 - August 2022 (6 months)

Boston, Massachusetts, United States

- Engineering and deploying Content View Version Comparison feature to production, allowing customers to compare different versions of packages, errata, etc. in Red Hat Satellite application
- Utilizing JavaScript and React with Redux for frontend, Ruby on Rails for creating backend API endpoints, Git for version control, and React Testing Library for unit tests
- Collaborating with UX designer and team of 8 developers to implement Content View Comparison feature and working in 5000+ open source code bases with dozens of contributors

Hack4Impact

2 years 6 months

Software Engineer

September 2021 - June 2022 (10 months)

Boston, Massachusetts, United States

Junior Development Team member

January 2020 - September 2021 (1 year 9 months)

Boston, Massachusetts, United States

BU Spark!

9 months

Data Scientist

January 2022 - May 2022 (5 months)

Boston, Massachusetts, United States

- Analyzed 4800+ school shooting threats posts using open-source scraping tools for Twitter, TikTok, and Reddit APIs
- Integrated VADER and text2emotion packages for posts and metadata sentiment analysis in Python
- Fitted a linear regression model using 10+ libraries like sklearn, NumPy, pandas, statsmodels, matplotlib, etc. to gain insights on school shootings threats

Fellowship Software Engineer

September 2021 - May 2022 (9 months)

Boston, Massachusetts, United States

- Organized platform for social issues on a local, regional, and national scale and implemented geolocation API using Google Maps and Realtime Firebase for database
- Design front-end of web application using React, Material UI, JavaScript, CSS, and HTML
- Implement geolocation API using Mapbox GL JS and database of social events on Realtime Firebase
- Utilized Jira Software as part of Agile for issue tracking and project management, leading communication between product owner and developer team of 4 people over the course of 12 weeks

Ambassador

October 2021 - March 2022 (6 months)

Boston, Massachusetts, United States

- Working on an open-source project supervised by RedHat Technical Marketing Manager
- Developing outreach strategies to industry experts and professionals

Boston University

Mobile Application Developer

September 2021 - December 2021 (4 months)

- Developed an app on Android Studio for connecting BU students, building messaging, pairing, and textbooks buying/selling features
- Utilized 2 meaningful APIs to implement item search on eBay and payments on Google Pay
- Designed messaging and login functionalities by applying databases on Realtime Firebase

Boston University Community Service Center

Program Manager

June 2021 - September 2021 (4 months)

Boston, Massachusetts, United States

- Organizing volunteer and service opportunities for students on different social justice topics, such as education, criminal justice, and immigration
- Planning volunteer recruitment and placement of students in each service
- Advertising and preparing promotional materials for recruiting students
- Posting and updating information on the Community Service Center website, which is built on WordPress

Microsoft

Microsoft Charlotte Summer Mentorship

July 2021 - August 2021 (2 months)

- Participated in a five-week Mentorship Program, which featured Microsoft Technology Center, Accessibility Lab, Employee Resource Groups and introduced its products, such as Azure, O365, Dynamics, HoloLens and Xbox
- Looked under the hood at Microsoft's corporate culture and career aspirations
- Worked on "Mission to Mars" Hackathon Project in a team of six and designed Virtual Reality simulation on Unity
- One-to-one mentoring with Software Engineer and Customer Success Account Manager at Microsoft

The Stateless Collective

UI/UX designer Intern

March 2021 - June 2021 (4 months)

- Collaborated closely with business stakeholders to conceptualize and produce dynamic designs that will better user experience and create efficient research collection
- Oversaw the conceptualization, implementation, and testing of all UI/UX design website features

Boston University College of Engineering

1 year 5 months

Undergraduate Research Assistant

January 2020 - May 2021 (1 year 5 months)

Boston, Massachusetts, United States

- Collected experimentally generated motion data, analyzed collected data, and prepared visual representation to estimate particle motion models and microscopes' accuracy
- Constructed performance testing program and algorithms on MATLAB Graphic User Interface (GUI) to analyze experimentally synthesized motion data
- Utilized GUI platform to estimate model motion parameters of fluorescent particles.
- Modeled software using Robot Operating System (ROS) on installed Virtual Machine Software (VMware) to provide an interactive demonstration of how robot follows and tracks the red ball in the robotics lab

Linear Algebra Grader

January 2020 - May 2020 (5 months)

Boston, Massachusetts, United States

- Graded weekly assignments and exams of students for Computational Linear Algebra course
- Aided course management, including final grade calculation and end of semester arrangements

Boston University College of Arts and Sciences - BU CAS

Chemistry Learning Assistant

September 2020 - December 2020 (4 months)

Boston, Massachusetts, United States

- Mentored and educated class of 700 first-year students on General Chemistry concepts remotely
- Strategized effective pedagogical approaches to explain challenging chemistry concepts using Theory of Education knowledge
- Led discussion sections of 50 students twice a week

Boston University

Team Lead

September 2020 - December 2020 (4 months)

- Semester-long design project as a part of Engineering Mechanics course
- Learned a foundation of Engineering Mechanics: fundamental statics of particles, rigid bodies, trusses, frames, and virtual work, distributed forces, uni-axial stress and strain, shear and bending moment diagrams, application of vector analysis, and introduction to engineering design
- Modelled computer program on MATLAB to quantitatively evaluate candidate truss designs' performance when applying wide range weights and minimizing expenses of building physical models.

- Constructed a simple truss from physical materials and optimized its capability to hold 1.6kg through engineering and statistical analysis of minimizing internal forces.

Education

Boston University

Bachelor of Arts - BA, Mathematics and Computer Science · (2019 - 2023)