

Ayla Ibrahimova

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EDUCATION

Eötvös Loránd University | Budapest, Hungary

B.S. in Computer Science (4th semester) | GPA: 3.8/5.0

September 2023 – Currently

Relevant Coursework: Web Development & Programming, Object Oriented Programming, Algorithms & Data Structures.

ADA High School | Baku, Azerbaijan

GPA: 3.19/4.0

September 2020 - June 2022

TECHNICAL SKILLS

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

Web Development: HTML, CSS, JavaScript, PHP

Libraries & Frameworks: Electron.js, PyGame

Tools: Git, Figma

Currently learning: React.js

UNIVERSITY ASSIGNED PROJECTS

Capybara Game | Programming Technology class Project

December 2024

- Designed and implemented a 2D **Java** game using **Apache NetBeans** where the Capybara has to collect baskets in a park while avoiding the alligators.
- The game uses WASD movement, tracks the number of baskets collected, and only finishes after a user passes through 10 randomly generated levels without losing all 3 health.
- Implemented an **SQL** database through **XAMPP** which updates the top 10 scores based on speed and level clearance.

Ecosystem of Plants | Object Oriented Programming class Assignment

May 2024

- Simulated an ecosystem of plants affected by different radiation levels using **C#**.
- Applied the principles of OOP and used the **singleton design pattern** and an **interface** for implementation, along with a documentation file that includes a detailed **UML diagram**.
- The program reads the data of the simulation from a text file and integrates **unit testing**.

PERSONAL PROJECTS

Portfolio Website

February 2024

- Website to store all my complete and ongoing projects along with other interests written from scratch using **HTML**, **CSS**, and **JavaScript**.
- It is hosted through Github ([Digital Portfolio](#)) and is currently a work in progress, with updates to performance and design monthly.

Web Dress-up Game

October 2024

- A web-hosted game written from scratch using **HTML**, **CSS**, and **JavaScript**. I drew all the assets using Procreate. The JavaScript and CSS together allow the clothes to be layered and their visibility to be toggled on top of a base body, resulting in a cute and simple game to play online.
- It is hosted through Github ([Dressup Game](#)) and is currently an ongoing project as I intend to add more clothing designs and “game” functionality.

OTHER SKILLS & LANGUAGE PROFICIENCY

- Office 365 (Microsoft Word, PowerPoint).
- Photoshop, Canva, Procreate.
- Good at contributing to teamwork as well as being a Leader.
- Experienced and skilled in academic writing, public speaking, critical thinking, and problem-solving.
- **Russian** – Native or Bilingual Proficiency (C2)
- **English** – Native or Bilingual Proficiency (C1)
- **Azerbaijani** – Full Professional Proficiency (B2)

CERTIFICATIONS

- IELTS – British Council, 8.0 (C1), April 2023

OTHER LINKS

- [Github](#)
- [Leetcode](#)
- [LinkedIn](#)