AZIZ ASOMIDDINOV

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EXPERIENCE

Scrum Master - Marine Stranding Map Web-App
University of California, Santa Cruz

 Jan 2020 – June 2020   Santa Cruz, CA

- Led 5 engineers through React web development project using Agile methodologies
- Developed full-stack web-app with integrated testing
- Utilized containers through the app, introducing modules
- Stakeholder meetings, story grooming, sprint planning, and technical communication between team and stakeholders
- Technologies used: Bootstrap, Algolia, Google Firebase, Mapbox API, Heroku
- SOS Website

Swift Developer - Marine Stranding Mobile App
University of California, Santa Cruz

 Sept 2019 – Dec 2019   Santa Cruz, CA

- Developed Front-End of application using Swift
- Incorporated Google Firebase
- Integrated Apple Maps API for navigation towards stranding location
- Technologies used: Swift, Google Firebase,
- SOS Mobile App GitHub

Technical Assistant
CompTechs De Anza

 Sept 2017 - June 2018   Cupertino, CA

- Ensured quality of hardware and software for donated machines
- Repaired and installed OS, drivers, and software applications
- Mentored and trained on-boarded new interns
- Maintained rapport with low-income students and catered to their technical needs
- Technologies used: Mac, Windows, Linux

PERSONAL SKILLS

- Bilingual: English, Russian, Chinese, Uzbek
- Communication | Project Management
- Punctual | Empathy

EDUCATION

Bachelor's in Computer Science
University of California, Santa Cruz

 September 2018 – December 2020

Computer Science (Transfer)
De Anza College

 September 2015 - June 2018

TECHNICAL SKILLS

Programming Languages

- HTML
- CSS
- JavaScript
- C/C++
- Java
- ReactJS
- Python
- Swift
- SQL

Tools

- Git
- Jupyter
- VSCode
- Unix/Linux

Theory

- Software Design
- Algorithms
- Agile

PROJECTS

Library System
2017
- Worked in a team of three, to create a object-oriented design for a Library System.
- Analyzed the requirements to find optimal solution for the design.
- Technologies used: Object-Oriented Analysis, Object-Oriented Design

NASA Ames Research Center Project
2016
- Worked in a team of three to create a C++ program to control a metallic ball inside of a magnetic field
- Applied previously learned programming languages to create UI
- Technologies used: C++

Huffman Encoding Project
2016
- Worked in a team of five, to create a C++ program that compresses and encrypts the data.
- Applied previously learned algorithms and data structures into the program
- Technologies used: C++