Dilnaz Uasheva

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Skills

- **Technical skills:** Python; Bash; C#; C++; Arduino(C); Unity; Flask; HTML; CSS; SQL; MySQL; Docker; Pygame; Django; PyQT5; Linux; nginx; Adobe Premiere; Autodesk Maya.
- **Languages:** English (Fluent); Kazakh (Native); Russian (Native); Turkish (Fluent); Spanish (Limited-working).

Experience

Meta (Facebook) & Major League Hacking — **Remote (New York, USA)**
Site Reliability Engineer (DevOps) Intern — *June 2023 – Present*

- Developed a portfolio website using Flask in Python that uses MySQL Database service and handles HTTP requests.
- Automated deployment using Bash scripting while using tmux to run the process on VPS (CentOS 8 base).
- Developed unit tests and implemented Test Driven Development to increase the security of the website.
- Containerized web application, MySQL, and nginx using Docker that eliminated scalability and compatibility issues by having dependencies and configurations in separate containers.

Gensler — **San Francisco**
Product Designer (Minerva Civic Project) — *October 2022 – Present*

- Contributed to a design thinking project with a team of 6 students, resulting in the approved proposal of an accessible indoor wayfinding web app with mixed-reality for navigation of San Francisco Airport.
- Processed feedback regularly from Gensler through Figma dynamic prototypes, including flowcharts of research findings that increased the efficiency of the design-thinking process by 20%.
- Synthesized data from SFO 2018 Satisfactory Survey to get precise statistics in the focus spheres (restroom, restaurant, gate areas) via Matplotlib and Pandas.

Minerva University — **San Francisco**
Programming Peer Tutor — *August 2022 – Present*

- Mentored 30+ students in statistical Python through weekly structured study sessions and office hours.
- Analyzed quantitative and qualitative data from the previous year's performance outcomes and end-of-semester feedback to suggest improvements in attendance, participation, and content.

Kuanysh Amangali Design Studio — **Remote**
Full stack developer Intern — *August 2022*

- Developed a website for a local magazine/newspaper using CSS, HTML, and Flask on Python. Designed the website on Figma and processed feedback directly from the client to improve user experience by adjusting the functions.
- Built an accounting platform for the local network of flower stores via PyQt5 on Python; optimized the supply chain management process through a live update of goods. Created efficient tutorials on utilizing the product and tested the final application with real-life customers.
- Validated the efficiency of the applications within the businesses, resulting in a 37% increase in revenue in the first six months.

Projects

Aziz — *February 2023 - present*

- Build a compact sensor device via Arduino to aid rescue teams in their search for disaster victims that integrates various metrics to assess signs of human life from beneath rubble, allowing rescue workers to find victims trapped underground.
- Integrated IR, microwave, and ultrasound sensors to increase the accuracy of the output.
- Engineered a 3D model of a spherical skeleton via Autodesk Maya with adjustable edges to increase the motion in the rubble.

Pulsebud — *October 2022 - present*

- Programmed a real-time seizure prediction system for smartwatches powered by machine learning that provides an emergency notification system and instant access to critical medical records for healthcare workers.
- Received a $3,000 monetary grant from InterSystems and Zepp Health Corp sponsorship.
- Won I Place on CalHacks Hackathon by UC Berkeley.

AstroTravel — *October 2019 - May 2022*

- Developed an app with a 3D model of the Solar System that predicts the planetary positions over time on Unity Engine & Vuforia for AR.
- Programmed rocket's flight trajectory prediction on the PyQt5 using Python&Matplotlib to model efficient combination of motors, form, and launch positions through GFS (Global Forecast System).

Education

Minerva University (1.9% admission rate) — **San Francisco, CA**
Bachelor of Science in Computer Science (Artificial Intelligence) and Business (Managing Operational Complexity) — *Class of 2026*