Iskander Dauletov

Software Engineering | University of Waterloo
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SKILLS

Languages: JavaScript, TypeScript, C++, C#, C, HTML, CSS, SCSS, SQL, Bash, Python, Java
Technologies: Node.js, Git, Vue.js, React.js, Express.js, Jest, Material UI, Tailwind CSS, Bootstrap, Numpy, Scikit-learn, Pandas, Selenium, Postman, MongoDB, Docker, Google Firebase, REST API, Netlify, Arduino, Oracle VM VirtualBox, PostgreSQL
Concepts: Relational Databases, Unit Testing, Full-Stack, Frontend, Backend, MVC Architecture

EXPERIENCE

Descartes Systems Group | Software Developer Intern **September 2024 – Present**

- Implemented Supplier Agents to ensure **200+** buyers and suppliers communicate and deliver products accordingly
- Built an endpoint for daily email processing requests so **110+** users receive emails with up-to-date information

Feroot Security | Software Developer **January 2024 – April 2024**

- Developed automated tests using **Jest** and Vue testing library for the **Vue** components on the code base increasing the test coverage by more than **10%** or more than **2500** functional lines and statements covered
- Implemented JIRA authentication using **TypeScript** so users are able to reconfigure bad tokens
- Fixed more than **10** different bugs in production to enhance UX and ensure the best possible software performance
- Refactored more than **50** files on the code base to make the code cleaner and more readable

Hatch Coding | Web Application Developer **May 2023 – August 2023**

- Created **13** web applications with **30**+ total features using **JavaScript**, **React**, **REST API, HTML, CSS**
- Developed **12**+ automated test suites in **Jest** with **100**% coverage to improve code quality and maintainability
- Ensured cross-platform compatibility and friendly UI/UX across various devices using **Tailwind CSS**
- Conducted rigorous testing, troubleshooting, debugging, and optimization to ensure high-quality deliverables

Smartnet | Software Engineering Intern **July 2021 – August 2021**

- Implemented shortest route algorithm in **Python** between **100s** of addresses with **Numpy, SKlearn, Pandas, and Selenium**
- Learned TCP/IP networking protocols system administrators apply on a daily basis
- Applied **Virtualization (Oracle VM VirtualBox)** to reduce operating costs and increase storage capacity by **5%**

PROJECTS

C Compiler **September 2023 – December 2023** | GitHubRepository

- Engineered a full-featured compiler using **C++** for a subset of **C** language, enabling efficient code translation and execution
- Fully implemented a simplified Maximal Munch algorithm for the lexical scanner improving the speed of token recognition
- Utilized the SLR parsing algorithm for a parser, and developed a code generator for **MIPS** assembly language

Chess **July 2024– August 2024** | GitHub Repository

- Developed a fully functional chess game with both text-based and graphical displays enhancing **UX** using **C++** and **X11**
- Implemented **4** difficulty levels of a computer player using design patterns that adhere to **SOLID** principles
- Designed a UML diagram to ensure optimal **OOP** design and introduced a unique fairy chess piece as an exclusive feature

Activities Log **June 2023 –July 2023** | GitHubRepository

- Created a practical design with **React Material UI**, integrating **Firebase Authentication** to securely manage user logins
- Built a dashboard where users can view construction activities, ensuring data is safely stored using **Firebase Firestore**
- Developed a searching algorithm for an internet store emulator where users can browse for **50+** products

Fitness Chatbot **July 2023 – August 2023** | GitHubRepository

- Designed a chatbot that can help achieve fitness goals faster via custom **GPT3** model trained on tailored data
- Utilized **OpenAI API** so the client can retrieve completions based on trained data through secure https
- Structured all the API calls using **Netlify CLI** in order to deploy website safely without exposing the API key

Design Project **September 2022 – December 2022** | GitHub Repository

- Designed a machine that uses **image processing** to draw any image on a whiteboard
- Devised an algorithm in **C++/Python** for the **Arduino** circuit with a carriage to move freely across the whiteboard
- Drew an accurate image of the Course Professor and earned our team a final grade of **95%** in the course

EDUCATION

University of Waterloo, Bachelor of Software Engineering

- Courses: Data Structures & Algorithms, OOP, Computer Architecture, Database Management
- **$12,000 Annual Scholarship of Distinction** with a cumulative average of 83%