

# ELDOR BEKPULATOV

7920 19th Avenue Apt 2D Brooklyn, NY, 11214 (347) 598-8534 eb654@cornell.edu

---

## EDUCATION

Cornell University  
*Bachelor of Science in Electrical and Computer Engineering*  
*Minor in Business*  
*GPA: 3.5/4.0*

Ithaca, NY 14850  
*May 2020*

## WORK EXPERIENCE

Staples, Inc.  
*Tech Sales Associate*

Brooklyn, NY 11213  
*June 2016 – August 2017*

- Assess customers' needs and provide assistance and information on product features.
- Follow and achieve department's sales goals on weekly basis.
- Oversee and help group of trainees achieve their daily tasks and goals.

*Contact: Jessica Micciola (General Manager) – jessica.micciola@staples.com*

**Qi Advisors Group, LLC**

*Start-up Assistant*

Brooklyn, NY 11215  
*May 2016 - June 2016*

- Placed phone calls to potential clients and offer financial solutions on individual basis.
- Handled client portfolios associated with life insurances, retirement plans, and annuities.
- Coordinated between the client and the company to conduct procedural tasks, such as Medical Exams.

*Contact: David Hamond (Founder) – (917)-615-3760*

## ORGANIZATIONS

**AguaClara Project Team**

*Software Team Member*

**Ithaca, NY 14850**  
*January 2018 – Present*

- As members of software team, we are creating a second-generation open-source design API within Autodesk Fusion 360 to be used by international partners to auto-generate the design parameters and model renderings of water filtration plants.

## PROJECTS

*ClientBase.Space*

*December 2017 – Present*

- Subscription Based Client Management WebApp that allows users to CRUD Companies/ Clients/ Events/ Documents. Incorporates AJAX techniques to communicate with main server for real time updates. Django, Python based. Currently working on incorporating additional feature that will automate the completion of PDF Documents.

*Experience with Altera Quartus II*

*January 2017 – May 2017*

- Analyze and synthesize HDL designs, while performing timing analysis, examining RTL diagrams, and simulating vector waveforms. Used Verilog and visual editing of logic circuits for hardware description. Used Altera Cyclone IV to simulate the behavior of the designs to real time stimuli.

*Teleporter VR*

*October 2017 – December 2017*

- Recreated the game mode of Valve's video game Portal in VR. Modeled objects using Autodesk ReCap and Blender. Programmed gameplay using Unreal Engine 4.

## SKILLS

**Languages:** Fluent in Uzbek, Conversational in Russian

**Computer:** Python, Java, JavaScript, HTML, CSS, Verilog, Mat Lab, Django, UE4, Quartus II, LaTeX, Fusion 360, Jinja

**Interests:** Machine Learning, Analog Signal Processing, Web Dev, Database Management, Game Design, FIRST Robotics, Light Emitting Diodes