

# Tozhimukhammedov Asadbek



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github.com/fallram

I am a fast learner and easily find a common language with people and can quickly join a new project. Also, thanks to a good fundamental education in mathematics and theoretical computer science, I have high professional skills and can solve problems of high complexity. I also try to teach some subjects in order to constantly improve my skills. The most interesting areas of programming for me are concurrency and distributed systems.

## WORK EXPERIENCE

JULY 2023 – NOVEMBER 2023

### Yandex *Golang developer(Intern)*

Setting up load testing for a highly loaded service. Working with Team-City, Yandex Cloud S3 Storage, Yandex Cloud Monitoring, Yandex Database, Yandex Cloud Load Testing. A module has been written to raise the load testing infrastructure and automate the entire process.

DECEMBER 2022 – JANUARY 2024

### MIPT *Programming Teacher*

I worked as a teacher at the ZFTSH MIPT for grades 9-11, taught students programming languages Python, C++. I was making up the tasks for the entrance test at the ZFTSH in computer science. Also I worked as an assistant in courses on C++, Algorithms and data structures for 1st year students at MIPT, where I conducted a code review for students.

## PET PROJECTS

### *Sectrets Keeper*

A service for sending messages that can be read one time during a given time. The service is written in golang, using the Gin framework and Redis as a database, for quick access to messages.

### *Music Shop*

The backend of the marketplace for music trading. The service is written in Golang using the Gin framework and Postgresql as a database.

### *Text Reproducer*

Desktop application for text playback (if you are too lazy to read a long text). The application is written in Python using the tkinter framework.

## SKILLS

TECH STACK	Go, C/C++, Python, Rust, SQL, Bash, Git, Docker Linux, Cuncurrency
LIBRARIES	Gin, Flask, Django, Tkinter, MPI
DATABASES	Redis, PostgreSQL, YDB(Serverless)

## COURSES

MIPT	Algorithms and Data Structures C++/Python Computer architecture and Operating systems Theory and practice of Concurrency Parallel and distributed computing Databases Theory and practice of concurrency
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## INTERESTS

PROGRAMMING	Big fan of multithreaded/multiprocess programming(concurrency)
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