# SHAKIR ABDULLAYEV

## abdullayev.dev

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## Education

# University of Toronto

Sep. 2019 - May 2024

Honors Bachelor of Science - Computer Science Specialist and Business Minor (Current GPA: 3.44)

Mississauga, Canada

#### Awards

UTM Entrance Scholarship - Merit based award for students with a distinguished academic record

## Relevant Coursework

• Software Design

- Assembly Programming
- Data Structures
- Systems Programming

- Computer Organization
- Complexity Analysis
- OOP

• Numerical Methods

## **Technical Skills**

Languages: Python (Fluent), Java (Intermediate), JavaScript (Beginner), React (Beginner), Kotlin (Beginner),

C/C++(Beginner), Assembly (Beginner) **Developer Tools**: Android Studio

Technologies/Frameworks: GitHub, Scrum Agile Methodology, Regex, Next.js, Unit Testing

Routing and Switching: IP Suite, OSI Model, EIGRP, OSPF, TCP/IP

## **Projects**

## Personal Website | React, Next.js

January 2022

- Created a Personal Website with React and Next.js.
- Deployed Next.js to have server-side rendering.
- Utilized React, JS and CSS libraries to design smooth transitions such as React Smooth-Scroll

#### Notes App | Java, Android Studio

December 2021

- Created an Android Application that allows for note-taking
- Utilized SharedPreferences framework of Android to create persistent memory of notes taken
- Integrated functionality that allows for deleting previously created notes.

## Location Saver | Java, Android Studio

December 2021

- Created an Android application that utilizes Storage capabilities, GPS, and Google Maps.
- Utilized **Android and Google location libraries and frameworks** to retrieve address information of given coordinates of a device or map location.
- Incorporated storage capability that enables users to save a certain location just by long pressing on the location on the map.

# TrieTree Dictionary Program | Python

August 2021

- Utilized **Trie Tree** data structure to store dictionary of words.
- Designed autocorrect and autocomplete algorithms utilizing the Trie Tree dictionary.
- Created in-depth unit-testing which optimized code to 95% correctness.

#### Steam-like Marketplace Application | Java

April 2021

- Collaborated in a group project of four using Java to develop the back-end of an online game store.
- Worked on project using the Scrum Agile Development Methodology which included 2 sprints.
- Created the architecture of the application incorporating multiple **Object-Oriented Programming** techniques.
- Integrated Factory, Singleton, Strategy design patterns to code-base.
- Incorporated Regex techniques to take data from front-end and update back-end database.
- Developed in depth unit-testing for functionality of the application.
- Actively worked with **Git version control** during project