MIRJAMOL MIRISLOMOV

JUNIOR SOFTWARE ENGINEER

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PROFILE SUMMARY

Enthusiastic engineering graduate with basic knowledge in coding and design. Proficient in C, HTML5, CSS, JavaScript, Python and Java. Ability to learn new softwares and technologies quickly. Capability to work in teams by providing valuable support. A highly motivated and skilled engineering graduate looking for an entry-level position as a software engineer.

In a developer role at your company, I will:

- Be programmer, mentor
- When possible seek to scale solutions.
- Empowerothers, and build on success.
- Incessantly learn, grow and improve.
- Collaborate and work closely with peers and mentors.

SOFT SKILLS

Communicator   Team player
Active listener   Adaptable

SKILLS

C programing   JavaScript(html, css)

Python(Django)   SQL   Java

TECHNICAL PORTFOLIO

Blockchain   **Github**

This project is a Qwasar task simple blockchain system.
- TechStack: C program and Makefile .
- Blocks and Nodes can be created and deleted using this project.
- The process is carried out using linked lists.

Mastermind   **Github**

Recreation of the game Mastermind, to be played from the command line.
- Tech stack: Java.
- Mastermind or Master Mind is a code-breaking game for computer and player.
- Code is structured into classes for code generation.

LS   **Github**

Implements terminal command ls.
- Tech stack: C and Makefile .
- In computing, ls is a command to list computer files and directories in Windows, Mac and Unix-like operating systems.

Printf   **Github**

Recreation of the famous printing function in the C programming language.
- Tech stack: C and Makefile.
- Implemented conversion specifiers to print a variety of different variables.
- Utilizing core concepts and data types in C to achieve functionality

EDUCATION

Qwasar Silicon Valley   2021 November - Now