

# Iskender Dzhusupov

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## Summary

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Motivated and detail-oriented Software Engineer with a strong foundation in designing, developing, and optimizing robust software solutions. Skilled in full-stack development, algorithm design, and problem-solving, with a keen interest in creating scalable and efficient applications. Proficient in modern programming languages, frameworks, and best practices. Passionate about continuous learning and leveraging technology to solve complex challenges.

## Technologies

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**Languages:** Java, Python, Objective-C, C++, C#, SQL, JavaScript, Haskell, Groovy

**Technologies:** Spring, PostgreSQL, Redis, Kubernetes, Docker, Jenkins, Spinnaker, Shell Script, Roboflow

## Education

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**Eötvös Loránd University**, (Hungary) BS in Computer Science Sept 2022 – June 2025

- GPA: 4.0/5.0
- Fully Funded Scholarship holder
- **Courses:** OOP, Algorithms and Data Structures, Computational Theory, Functional Programming, Concurrent Programming

**The Educational School 61 of the Physical and Mathematical**, Kyrgyzstan 2010 - 2021

- GPA - 4.5/5
- **One of the Best 150 Applicants in 2021**

## Experience

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**Software Engineer**, Ericsson – Budapest, Hungary August 2023 – Currently

- Reduced time to running testers and analysis clusters by 75% by implementing a parallel execution
- Integrated functional library for CI customers by implementing Jenkins and Spinnaker API in Groovy. It reduced general pipelines running time by 40%
- Designed automation collector pipelines status and information by using Depth-First Search for setting order between jobs

## Projects

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**Sport computer vision tactics model** link

- Built a model to analyze each video frame, identify football formations scheme using k-means and probability
- Calculated the average tactical formation used throughout the video to provide final analysis.
- Tools Used: Python, Computer Vision, RobotFlow CV Model, Matplotlib

**Continuous Integration graphical presentation**

- Developed an automate collector of the data pipelines with structuring graph representation and updating actual chart information.
- Tools Used: Python, Groovy, SQL, Redis, Jenkins API, Spinnaker API

**Farm Game** link

- Developed a farm simulation game with dynamic interactions using multithreading for concurrent tasks like resource generation and animal movement.
- Ensured thread safety for shared resources and utilized randomization to enhance gameplay variability.
- Tools Used: Java, Concurrent Programming, Multithreading, Randomization