Iskender Dzhusupov

ijj131115@gmail.com | linkedin.com/in/iskender-dzhusupov | github.com/iskentimka

Summary

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

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

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

Education

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

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

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