

Telegram: t.me/jaloldinovs

GitHub: github.com/jaloldinov

LinkedIn: linkedin.com/in/jaloldinovuz

Phone: +998 33 549-10-66

Email: jaloldinovuz@gmail.com

Location: Uzbekistan, Andijan

Having around just less than a year of hands-on experience in the IT industry in Web Applications which includes **Golang**, **Node.js** applications development.

Proficient with **REST API's**, Web Applications and **Microservice architecture**.

Worked on communication protocol like **gRPC** using **Protocol buffer**.

Proficient in writing **SQL** queries.

Little experience in Unit testing and Test-Driven Development (TDD)

Experienced in building User-Interface using **HTML**, **CSS**, **Bootstrap** and **JavaScript**.

As of right now, I plan to get a full-time good job and to join awesome team. I would like to start working as a **Backend Golang Developer**

EXPERIENCE

Freelancer | Golang Backend Development

[2022 - present]

I work as a freelancer.

- Developed microservices in Golang to process numerous data from various db like Postgres, MySQL
- Helped in building APIs in Go using Protocol Buffers and gRPC. Used messaging format protobuf for high performance
- Responsible for generating server-side code using open API specifications with Go-Swagger

Environment: Golang, Restful API, JSON, Protobuf, gRPC, GitHub, Linux.

EDUCATION

The App Brewery in London | Online Bootcamp

[2020 - 2021]

- **Bootcamp** that focus on full-stack web programming.

uDevs IT-Outsourcing Company | Bootcamp (completed)

[2021 - 2022]

- Udevs comprehensive intensive Bootcamp is a program dedicated to teach Back-end Development
- For detailed info about **Udevs** Portfolio, tools and techniques used in Udevs, please visit <https://udevs.io>

SKILLS

- HTML, CSS, SCSS
- JavaScript (ES6), Bootstrap ...
- Git, GitHub, GitLab
- Golang (gin)
- SQL (PostgreSQL, sqlx, sqlc)
- REST API, gRPC
- Node.js (express.js-basic)

Tools

- Postman
- Swagger
- BloomRPC
- Linux

Languages

- Uzbek (native)
- English (proficient)
- Russian (learning)