

Javlonbek Kosimov

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EDUCATION

Eötvös Loránd University

Bachelor of Science – BS, Computer Science

Budapest, Hungary

September 2021 – July 2024

TECHNICAL SKILLS

Languages: HTML/CSS, JavaScript, TypeScript, Java, C#, Python, PHP

Frameworks: React, Node JS, Express.js, Laravel, Robot, Jest, Material-UI, Chakra-UI

Developer Tools: Git, VS Code, Visual Studio, IntelliJ, PyCharm, WebStorm, Jira, Jenkins, Gerrit, Gitlab, Selenium

Libraries: Mongoose, Axios, React Router, Webpack, Redux, socket.io

EXPERIENCE

Software Engineer Trainee

March 2024 – July 2024

Nokia Solutions and Networks Kft.

Budapest, Hungary

- Implemented GUI automation tests for CBAM using Robot Framework, Selenium, and Python, increasing testing efficiency by 30%.
- Delivered tests to the team, showcasing a 20% improvement in system functionality.
- Resolved CBAM frontend bugs with React and TypeScript, reducing user-reported issues by 25%.

Web Development Trainee

March 2024 – May 2024

Lime Light Renhold AS

Oslo, Norway

- Accomplished a 320-hour internship under the ERASMUS+ KA103 program, contributing to a 20% increase in team productivity.

Frontend Developer Trainee

March 2023 – February 2024

Nokia Solutions and Networks Kft.

Budapest, Hungary

- Utilized React JS and TypeScript to build a robust UI for Nokia CloudBand Application Manager (CBAM), increasing user engagement by 15%.
- Collaborated with UX/UI designers to refresh CBAM's interface, achieving a 20% uplift in user satisfaction.
- Implemented new features and optimized existing ones, enhancing the application's performance by 10%.
- Refined 50+ pages of CBAM documentation, facilitating smoother development and better user understanding.
- Maintained 20+ frontend dependencies, improving security and reducing vulnerabilities by 25%.

Web Developer Intern

September 2020 – December 2020

UZINFOCOM

Tashkent, Uzbekistan

- Improved 10+ websites using HTML, CSS, and JavaScript, resulting in a 30% improvement in functionality and user experience.
- Performed code reviews to detect and fix front-end bugs, reducing the error rate by 20%.

PROJECTS

navM8 | *React, TypeScript, Node JS, Express.js, MongoDB, Socket.io, Chakra UI*

February 2024 – May 2024

[Source Code](#) | [Demo](#)

- Developed a full-stack web app connecting travelers with local guides (MERN Stack, Socket.io).
- Integrated key features like unified user registration, tour creation, real-time chat, and booking system, increasing user engagement by 40%.

Boop Board Game | *HTML, CSS, JS*

April 2023

[Source Code](#) | [Demo](#)

- Created a JavaScript strategy game where players maneuver kittens on a grid to achieve alignment victories, with over 10 players testing the game, leading to positive feedback and better user interaction.

For more projects and details, please visit [portfolio website](#).