## OBJECTIVE

A Computer Engineer, with a passion for various types of technologies such as: digital circuits, graphics design, web development, and more. As well as a problem solver and critical thinker.

## CONTACT


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https://github.com/jmuratov98

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## PROGRAMMING SKILLS

| | |
|---|---|
| C/C++ | ★★★★☆ |
| JavaScript | ★★★★★ |
| HTML/CSS | ★★☆☆☆ |
| Python | ★★★☆☆ |

## LANGUAGE SKILLS

| | |
|---|---|
| English | ★★★★★ |
| Russian | ★★★☆☆ |

## SOFTWARE SKILLS

| | |
|---|---|
| Linux | ★★★☆☆ |
| Windows | ★★★★★ |
| Micros. Office | ★★★★★ |
| Autodesk | ★★★☆☆ |

# JOSEPH MURATOV

Computer Engineer

## EDUCATION

**CUNY City College of New York**
August 2016 – June 2021
Bachelor of Engineering, Computer Engineering

## WORK EXPERIENCE

**LineupApp, Software Engineer Intern**
January 2020 – September 2020
Exploited React-Native to create cross-platform features efficiently and used mobx to create an application which sped load times. Used express.js and mysql for the backend. Incorporated socket.io to Realtime application

## PERSONAL PROJECTS

**Slack Clone**
A replica of the original slack created in 6 hours using react.js for the frontend and firebase for the backend. In this project I learned how to use firebase and mastered react

**Epoch Graphics Engine**
A cross platform graphics engine built using OpenGL and other libraries using C++17 features. In this project I honed my skills in C++, started a journey in the graphics world with OpenGL.

**Drone Sensing Application**
Created a desktop application that can load csv data collected from a drone, that senses toxicants, into a heatmap. In this project I learned how to use electron, google maps API, and getting data from a sensor using python, plus we build a drone.

**MIPS LITE Processor**
This project was the final project for my Computer Organization class. This project was build using VHDL and simulated on a FPGA. Here, I honed my skills in VHDL which we learned during the semester and built a LITE version of the 32-bit MIPS processor, here I learned about various instructions, the ALU, big/little, endian and so much more.