

DINMUKHAMMED MUKASHEV

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EDUCATION

Nazarbayev University, Astana
B.S. Robotics and Mechatronics, 3rd year

Expected Grad: May 2021

EXPERIENCE

Advanced Robotics and Mechatronics Systems Laboratory,

Tactile Lab

Research Assistant

September 2019 - Present

- Worked in Unity 3D and VR (Oculus Rift).
- Scripted in C#.
- Worked with Teensy 3.2 board and DAC (Digital to Analog Converter)
- Created haptic vibrations using *Haptuator Mark II* motor.
- Integrated Hardware with Software (Unity 3D).

Zittau/Gorlitz University of Applied Sciences, Germany

Unity Developer

June-August 2019

- Developed a simulation of the Thermal Power Plant in Unity 3D.
- Optimized the application for VR (HTC Vive Pro).
- Particles System implementation.
- Scripted in C#.

ABC FABLAB

December 2018

Head Engineer Assistant

- Part time worker in FABLAB, Nazarbayev University Techno park. Conducting safety trainings on various machines. Working on 3D printers, plotters, laser engraver, milling machine etc.

NU Robotics Club

October 2017 - May 2018

Member

- Organising university wide event, masterclasses and guest lectures.
- Run robo-summo and line-following local competitions using Lego NXT and EV3 sets.
- Member of Abu Robocon team that used VEX and arduino, to make soft-ball throwing robot.

TECHNICAL STRENGTHS

Modeling and Analysis

Fusion 360, Solidworks, Unity 3D, MATLAB, Blender, Altium Designer, AutoCad, ROS

Computer Languages

JAVA, C#, C, C++, Python

Microcontrollers

Beaglebone Black, Teensy, STM, Arduino, FPGA