



NAZARIY KAZARYAN

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- 📍 Portugal, Leiria, Leiria
- 🔗 [My page](#)

SKILLS

- Multilingual
- Commitment to excellence
- Patient
- Hard Working

PROGRAMMING LANGUAGES

- C
- C#
- Java
- Python
- SQL
- PL/SQL
- PostgreSQL
- JavaScript
- HTML
- PHP

LANGUAGES

- Ukranian (First Language)
- Portuguese (Fluent)
- English (B2)

CERTIFICATIONS

- Level B2 Cambridge English Exam
- Foundations of Git
- Katalon Studio for Beginners

HOBBIES AND INTERESTS

- Gym
- Programming
- Technology
- Learn new subjects
- Self improvement

SUMMARY

I'm a software developer skilled in C, Java, PHP, Python, and JavaScript, fluent in Portuguese, Ukrainian, and upper-intermediate English (B2). Currently studying Computer Engineering, I focus on building practical solutions and improving with every project.

EDUCATION

- 2022 - 2025
Instituto Politecnico de Leiria | Leiria
Bachelor of Science: Engenharia Informatica
- 2019 - 2022
Escola Secundária de Francisco Rodrigues Lobo | Leiria
Ciências e Tecnologias

PERSONAL PROJECTS

Photography Website - otiagojorge.com

Currently, I am developing a website for a photographer to share educational videos on photo and video editing. The site includes a merchandising section and features for purchasing digital products, such as filters. This project is built with PHP for the backend, HTML and CSS for the frontend, and is hosted on Hostinger.

ACADEMIC PROJECTS

SmartTraffic: Intelligent Vehicle Counting and Vehicle Monitoring System

Currently, I am developing a system that detects and counts vehicles from a street camera to generate statistics, such as the number of cars, buses, and trucks, as well as tracking how many vehicles enter and leave the area. The system utilizes YOLOv8 as the AI model and PostgreSQL for the database, with a data warehouse to store hourly data before offloading it for analysis. Laravel, Vue, and Power BI are used to display the statistics to the user. Through this project, I have improved my ability to work autonomously, gained a deeper understanding of ETL processes, enhanced my experience with Raspberry Pi for camera interaction, and integrated Power BI with the frontend.

Smart Packaging Monitoring System

Built a smart packaging and monitoring system that simulates a real logistics infrastructure, from assembling client orders to placing sensors for tracking location, temperature, and other conditions. This project was developed using **Java (Jakarta)** for the backend and **Vue** for the frontend. Through this experience, I improved my understanding of object-oriented programming (OOP) and enhanced my teamwork skills for developing complex projects.

What's In the Photo

Designed a Convolutional Neural Network (CNN) for object detection in photos using **Python**. Through this project, I gained fundamental knowledge in artificial intelligence, object detection with transfer learning, and data augmentation.

Memory Game Platform

Created a single-page application for a multiplayer memory game using a **WebSocket server**. The frontend was built with **Vue**, while the backend was developed using **Laravel**. Through this project, I gained experience working with WebSockets to enable real-time multiplayer functionality.

Memory Game Mobile Application

Designed an Android memory game integrated with the [Memory Game Platform](#) to synchronize user data across platforms. The app was built using **Kotlin**, allowing me to gain experience in mobile development and backend synchronization with **Laravel**.

SOMIOD: Service Oriented Middleware for Interoperability and Open Data

The aim of this project was to develop a service-oriented middleware that standardizes data access, writing, and notifications, regardless of the application domain, to promote interoperability and open data. The application was built using **C#** with a simple GUI in Visual Studio 2022 to demonstrate its capabilities.

CineLiz

Developed a cinema website that simulates a real platform for searching movies and purchasing tickets. This project was built using **Laravel** for both the frontend and backend. Through this experience, I gained a strong foundation in web development, from designing the frontend to implementing backend functionality, as well as a solid introduction to **Laravel**.

3D Modeling

Designed and developed a responsive website featuring 3D models to enhance user experience, using **Figma** for prototyping. Created the 3D models in **Blender** and implemented them on the website using **JavaScript**. Through this project, I gained experience in 3D modeling and integrating interactive elements into web applications.