Nazariy Kazaryan

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👤 **My Page:** larataalada19.github.io/CV_Website/main.html

👤 **Certifications:** https://larataalada19.github.io/CV_Website/certifications.html

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ABOUT ME

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 AND TRAINING

Bachelor's in Computer Science

Escola Superior de Tecnologia e Gestão do Instituto Politécnico de Leiria [14/09/2022 – Current]

City: Leiria | **Country:** Portugal | **Website:** https://www.ipleiria.pt/estg/ | **Level in EQF:** EQF level 6

LANGUAGE SKILLS

Mother tongue(s): Ukrainian | Portuguese

Other language(s):

English
LISTENING C1 **READING** C1 **WRITING** B2
SPOKEN PRODUCTION B2 **SPOKEN INTERACTION** B2

DIGITAL SKILLS

Data Base
PostgreSQL / PL/SQL / MySQL

Frontend
Vue / HTML / JavaScript / CSS

Backend
Python / Laravel / PHP / C / C# / Java

Mobile
Android / Kotlin

Managing Apps
GitHub Desktop / Docker / Figma

DRIVING LICENCE

Driving Licence: B1

Driving Licence: B

HOBBIES AND INTERESTS

Helping with my family's business
Since 2016, I have been helping with my father's international transport company. My responsibilities include searching for loads to deliver, communicating with clients, and assisting with various minor tasks.

Sports and Fitness Activities
From 2012 to 2015, I played as a junior forward for União de Leiria's football team. Since 2021, I have been actively training at the gym, focusing on strength and fitness.

SOFT SKILLS

Perseverance & Commitment

Communication & Adaptability

Passion & Work Ethic

Teamwork & Discipline

PROJECTS

[02/2025 – Current]
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.

[09/2024 – Current]
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.

Link: https://otiagojorge.com/php/main.php

[10/2024 – 12/2024]
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.

[10/2024 – 12/2024]
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.

[10/2024 – 12/2024]
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.

[10/2024 – 12/2024]
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.

[04/2024 – 06/2024]
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.

[04/2024 – 06/2024]
Library Management
Created a library management system using Java, with a Swing-based GUI and Figma for prototyping. Through this project, I gained a deeper understanding of object-oriented programming (OOP), established a foundation in the Scrum workflow, and learned to create Use Case Diagrams using Visual Paradigm. Additionally, I was introduced to unit testing.

[04/2024 – 06/2024]
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.

[10/2023 – 12/2023]
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.

[04/2023 – 06/2023]
Smart Parking
Created a website to display and control sensors for simulating a parking lot. The frontend was built using HTML and CSS, while the backend was developed with PHP. To integrate the sensors, I used an Arduino connected to a

Raspberry Pi. With this project, I gained basic skills in handling HTTP requests and foundational knowledge of Arduino.

[10/2022 – 12/2022]
Computer Rental
Developed a computer rental software based on C with a simple console GUI. Through this project, I improved my debugging techniques and strengthened my understanding of basic programming logic.