



# NAZARIY KAZARYAN

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- 📍 Portugal, Leiria, Leiria
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## 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 advanced English (C1). 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

## ACADEMIC PROJECTS

### Computer Rental

- Project Description:  
Developed a C program for a library system in a team of two.
- Skills Acquired:  
Basic programming in C.  
Problem-solving and debugging techniques.

### Smart Home

- Project Description:  
Created a website integrating with Arduino, using HTML and CSS for the front-end and Python for Arduino programming.
- Skills Acquired:  
HTML and CSS for web development.  
Python for interfacing with hardware.

### La Redoute

- Project Description:  
Designed and developed a website with 3D object views for La Redoute, using Blender for 3D animation and Figma for prototyping.
- Skills Acquired:  
3D animation with Blender.  
Prototyping with Figma.  
JSON and JavaScript for dynamic content.

## CineLiz

- Project Description:

Developed a cinema website in a team of three, utilizing Laravel for backend development and secure database integration.

- Skills Acquired:

Laravel framework (Laravel 11) for web development.  
Secure database management.

## Library Management

- Project Description:

Built a Java-based (Java 11 ) library management system in a group of three, using IntelliJ for development and incorporating unit tests with JUnit. The project also included designing a graphical user interface.

- Skills Acquired:

Project structuring and team communication.  
Visual Paradigm for design and planning.  
IntelliJ for Java development.  
Unit testing with JUnit.

## What's In the Photo

- Project Description:

Developed a Python-based (Python 3) neural network to identify objects in images, completed in a team of two.

- Skills Acquired:

Advanced Python programming.  
Neural network design and implementation.

## Smart Packaging Monitoring System

- Project Description:

Developed a smart packaging monitoring system in Jakarta EE with PostgreSQL enabling real-time tracking of package sensor data. Built a Vue.js/NUXT frontend. Completed in a team of four.

- Skills Acquired:

Project structuring and teamwork in backend and frontend integration.  
API design and documentation for RESTful services.  
Database management with PostgreSQL.  
Backend development with Jakarta EE.  
Frontend simulation and testing with Vue.js/NUXT.

## Memory Game Platform

- Project Description:

Developed a single-page application (SPA) for a memory game using Vue.js, with a backend including a RESTful API and WebSocket server. Completed in a team of four.

- Skills Acquired:

Frontend development with Vue.js for SPA structure.  
Backend API design and WebSocket integration.  
Database management with PostgreSQL.  
User management and transaction tracking.  
Database management for user and game data.

## Memory Game Mobile Application

- Project Description:

Developed a single-player mobile application for the classic Memory Game in a team of four. The app enables users to match pairs of tiles and supports features like login, game history, scoreboards, and in-app notifications.

- Skills Acquired:

Agile project management and teamwork.  
Mobile-first UI design.  
Firebase integration for user management and game data storage.  
In-app notifications and game coin system implementation.