

Nauryzbek Berdi

+1 (859) 756-2599 | berdinauryzbek@gmail.com | [LinkedIn](#) | [GitHub](#) | [Portfolio](#)

EDUCATION

Berea College – Berea, KY
BA, Computer & Information Science

Aug 2023 – May 2027
Cumulative GPA: 3.7/4.0

SKILLS

- **Computer Languages:** Python, JavaScript, TypeScript, C++, HTML, CSS
- **Frameworks and Libraries:** React, Flask, Jinja, SQLite, Tailwind CSS, Bootstrap, SASS
- **Languages:** English (fluent), Russian (native), Kazakh (native), Turkish (intermediate)

EXPERIENCE

Teaching Assistant, Data Structures & Algorithms

Jan 2025 – Present

Berea College Computer Science Department – Berea, KY

- Assist 40 students in understanding key concepts such as data structures and algorithm design tradeoffs, emphasizing efficiency and memory optimization through graded assignments, quizzes, and projects
- Guide students in mastering object-oriented programming concepts and analyzing algorithms through interactive discussions and hands-on problem-solving sessions

Teaching Assistant, Software Design & Implementation

Aug 2024 – Dec 2024

Berea College Computer Science Department – Berea, KY

- Tutored and supported 36 students in a software design course by grading homework, quizzes, and team projects
- Utilized strong communication and coding skills to enhance students' understanding and coding proficiency

PROJECTS

Auto Grader Program (Python, Web Scraping, Google Sheets API, Moodle API)

- Developed an automated grading system that streamlines quiz scoring and grade posting on Moodle; increased grading efficiency by 30% while maintaining data accuracy through automated validation processes
- Utilized Python with Google Sheets and Moodle APIs for seamless data integration; implemented web scraping techniques with custom error handling for reliable grade processing

Blackjack (Python, Pygame)

- Designed an interactive gameplay experience using Python, where users can play against the computer; implemented game logic for card dealing, shuffling, score calculation, and functionalities such as hit, stand, and double down to ensure adherence to standard Blackjack rules
- Utilized the Pygame library and object-oriented programming principles with classes, along with data structures such as lists and dictionaries, to manage game state and player interactions, including nested data structures for enhanced data management

Flashcard App (Python, Flask, Jinja, SQLite, HTML, CSS, JavaScript, Bootstrap)

- Developed a full-stack web application that enables users to create, manage, and study digital flashcards; incorporated secure user authentication and authorization systems to protect data and content
- Used Python and Flask framework with Jinja templating and SQLite database; designed responsive interfaces with HTML, CSS, Bootstrap, and JavaScript for enhanced user experience

Hangman (JavaScript, HTML, CSS, Bootstrap)

- Designed and deployed a Hangman game as a solo project; utilized JavaScript, HTML, and CSS for implementation, where users guess the names of countries based on displayed flags, with the objective of rescuing a character within four attempts
- Utilized Bootstrap for styling and layout and data structures including arrays, numbers, strings, objects, and HTML element references to develop the game's functionality and manage player interactions

LEADERSHIP & ENGAGEMENT

- Member, Google Developer Club, Berea College
- Member, National Society of Black Engineers, Berea College

Sep 2023 – Present
Jan 2024 – Present