

# Nauryzbek Berdi

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

## 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)

## EDUCATION

---

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

*Aug 2023 – May 2027*  
*Cumulative GPA: 3.7/4.0*

## 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, HMTL, 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*