

Nuriyeva Anel

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EXPERIENCE

AlmaValley, Almaty — Project Manager

October 2024 - May 2024

Project manager of the project “Learning languages with AI”.

Tutor, Almaty

September 2022 - Present time

English, Math, Physics, Geometry, C++, Python

EDUCATION

Lyceum №166, Almaty

September 2015 - May 2022

Kazakh-British Technical University, Almaty

September 2022 - June 2026

Bachelor of Information Systems

Courses passed: Programming principles 1, 2; Discrete Math; Linear Algebra; Object-oriented programming; Algorithms; Ethical Hacking; Android Development; Web Development

PROJECTS

Telegram Bot for Fonbet

Telegram bot (used the “telebot” library) for rewriting texts automatically right with all their specific rules. (for the Marketing department). Access to DataBase for randomly choosing user (for giveaways)

Snake Game(university project)

Old Snake game was written using the Pygame library. Imported pictures, sound effects, creating specific game conditions.

SKILLS

Prog. languages: Python, C++, Kotlin, Java, Js, Ts, Angular, React Native, SQL, Figma

LANGUAGES

Russian (native), English (C1), Kazakh (B2)

Game “Fire and Water”

Also the game was written using the Pygame library. Imported pictures, sound effects, creating specific game conditions, creating game maps.

Crypto Tracker app (final university project)

Was written on Kotlin: used RecyclerView, Fragments, network requests, API, MVVM pattern, Coroutines.

University system (final university project)

University system’s main keys that showed on the console. For learning OOP. Was written on Java. Creating a lot of Classes, Interfaces, Enums; usage of Comparable, Comparators, Serializations and so on.

Flower shop website (final university project)

Backend and Frontend on the Python Django and Angular