

# Orkhan Asgarov

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QA Tester working in the FC Gameplay team at EA Sports, with experience in designing and maintaining websites.

## Experience

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### Development Support at Keywords Studios (Electronic Arts)

*Oct 2021 – Present*

*Keywords Studios, Vancouver, Canada*

- Assisted in development of key Gameplay features such as: Switching, Controller Settings, Haptic Controls, Set Pieces, Ball Handler. Created and executed test plans to ensure the quality of the features.
- Working closely with Producers and Software Engineers, providing feedback for the features that were delivered.
- Maintained Automation Farm for Gameplay QV. In the first 6 months in the role improved successful run rate from 30% to 80%.
- Implemented an automated way of deploying builds to consoles using Jeeves on Demand, which cut down the time our team members spent downloading builds.

### Front-end Web developer Intern

*May 2020 – Aug 2020*

*Labrin, Baku, Azerbaijan*

- Maintained excellent client relations, while handling client revision requests on the developed websites.
- Implemented new features and functionalities assigned by Senior developers.
- Generated readable and functional code for the front-end with JavaScript using React library & HTML/CSS.

## Education

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### Bachelor of Science – Mathematics at University of British Columbia

*Jan 2017 – May 2021*

#### Minor – Computer Science

- **Computer Science Key Courses:** Algorithm Design and Analysis • Intermediate Operating Systems • Artificial Intelligence • Introduction to Relational Databases • Internet Computing • Computer Graphics
- **Mathematics Key Courses:** Advanced Calculus • Probability • Coding Theory • Linear Programming

## Projects

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### A Simple FTP server

- FTP server that can successfully transfer data between FTP client and server written in C, using the file transfer protocol described in RFC 959. Developed for Internet Computing course.

### Database Web App

- Collects data as input, stores it using PostgreSQL and displays a web-based interactive graph.

### Bookstore Database App

- Desktop GUI program that stores book information with SQL Backend databases that were stored and manipulated using SQLite.

### Dictionary Client

- Developed a client-side application with the use of sockets in Java. Implemented TCP connection with specified dictionary servers to retrieve requested definitions using the client/server protocol described in RFC 2229.

### Series of Computer Graphics projects

- These small projects were focused on transformations, lighting and implementing shading algorithms using GLSL with Three.js.

**Smaller Projects:**

- Website Blocker App for Productivity, that given a website and a time interval, blocks the user from accessing the website during that period.
- Web Scrapping Real Estate information using Python from the website “Realtor.ca”.
- Simple “Motivational” Android App: with a Login/Sign-up page, stores the data in a JSON file, returns randomly generated quote related to the given input. Source code contains an APK files.

**Core Competencies**

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|------------|---------------------------------|--------------|------------|
| • Java     | • Algorithm Design and Analysis | • React JS   | • Jaas     |
| • Python   | • Object Oriented Programming   | • JavaScript | • Zephyr   |
| • HTML/CSS | • Data Structures               | • SQLite     | • Testrail |

**Languages**

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|---------------------|----------|
| <b>English:</b>     | Fluent   |
| <b>Russian:</b>     | Advanced |
| <b>Turkish:</b>     | Fluent   |
| <b>Azerbaijani:</b> | Native   |