

# Ilkin Musayev

COMPUTER SCIENCE · SOFTWARE ENGINEER

☎ (+994) 558109906 | ✉ musaevilk29@gmail.com | 🏠 ilkinmusayev.com | 📱 paladium | 🌐 ilkin-musayev

## About Me

**Programming** GoLang, C++/C, Python, C#, Java, Typescript  
**Web** Gin, Django, Express, Vue.JS

## Education

### Bangor University

B.S. IN SOFTWARE ENGINEERING, GRADE: 1:1

Bangor, United Kingdom

2016 - 2019

## Experience

### Azintelecom

LEAD SYSTEM ENGINEER

- Created a self-provisioning service (GoLang, Python, Node.Js) for managing virtual machines for over 100 clients
- Created a full CI/CD pipeline for 20 micro services using Kubernetes and KNative
- Wrote a fully-tested Django backend with background processing and container to container event system

Baku, Azerbaijan

July 2019 - Present

### Ford Motor Company Europe

SOFTWARE ENGINEERING INTERN

- Was in charge of backend and frontend development for Environ project – automated overseeing of vehicle crushing process.
- Implemented a backend using Spring boot framework, developed a frontend using Angular 4.
- Communicated with the client throughout the whole process of development.
- Fully deployed the project in UK and provided framework for launching internationally

Essex, United Kingdom

June 2018 – August 2018

### Tahdah LTD

SOFTWARE ENGINEERING INTERN

- Was in charge of the full renovation of the form builder system for creating custom forms.
- Transformed JQuery-based frontend to Angular-based one
- Developed a bot system for FAQ using Microsoft-bot framework.

Llandudno, United Kingdom

July 2017 – September 2017

## Honors & Awards

### INTERNATIONAL

- 2014 **Finalist**, Google Code-In 2014
- 2018 **Winner**, Sony Lifestart Competition
- 2016 **Winner**, Informatrix
- 2018 **Winner**, Idealo Scholarship - Pioneers of Tomorrow

Remote

UK

Romania

UK

### DOMESTIC

2015, 2016 **Winner**, Intel Excellence, Future Scientists

Azerbaijan

## Projects

### Space Journey (<https://github.com/paladium/SpaceJourney>)

PERSONAL

- Developed a cross-platform app in the Unity3D using C# with custom Drag'n'Drop universe Editor
- Examined the theories behind the future spaceships and incorporated them into the software
- Presented at the science fair in China and received valuable feedback from juries on the future improvements

### Unreal Science (<https://github.com/paladium/UnrealScience>)

PERSONAL

- Multiplatform system for sharing 3D presentations developed in 4 months.
- User testing throughout the development was conducted and prototypes were refined
- Implemented using C#, C++, along with DirectX framework and Apache Cordova with Babylon for 3D graphics on mobile devices and built a custom framework to interop DirectX on C++ with C# WPF