

Ilkin Musayev

COMPUTER SCIENTIST · SOFTWARE ENGINEER

☎ (+994) 558109906 | ✉ musaevilk29@gmail.com | 🏠 cybercoder.io | 📺 [paladium](https://www.youtube.com/channel/UCp0ladiuM) | 🌐 [ilkin-musayev](https://ilkin-musayev.com)

Programming Go, C++, Python, C#, Java, Typescript

Education

Bangor University

Bangor, United Kingdom

B.S. IN SOFTWARE ENGINEERING, GRADE: 1:1, THESIS: A NEW CROSS-PLATFORM INTERACTIVE APPROACH TO THE ADVERTISEMENT (C++, PYTHON, MAGNUM ENGINE - OPENGL)

2016 - 2019

Experience

Azintelecom

Baku, Azerbaijan

LEAD SYSTEM ENGINEER

July 2019 - Present

- Integrated automation of client's cloud infrastructure, which was functioning manually through ticket requests. Significantly reduced the control of client infrastructure from a few months to a few minutes. Reduced the number of client requests by 60%. Doubled the salary.
- Gathered information from CEO, CTO, marketing director and took into account the requirements of small to big clients. Led a team of 3 developers and prototyped the first version of API in Python Django within 2 months. Gathered the feedback from clients and transitioned from Python to GoLang for more testable and stable software
- Created from scratch a CI/CD pipeline on JetBrains TeamCity for containerized applications on Docker
- Created public documentation for clients describing how to use the CLI (ASCIICinema) and UI (<https://docs.azintelecom.az/>)

Ford Motor Company Europe

Essex, United Kingdom

SOFTWARE ENGINEERING INTERN

June 2018 – August 2018

- Led a team of 4 for automated overseeing of vehicle crushing process project
- Communicated with the client throughout the whole process of development. Conducted weekly client meetings for user-testing of the product
- Implemented a backend using Spring boot framework with a TDD approach, developed a frontend using Angular 4
- Fully deployed the project in the UK and provided a framework for launching internationally
- Significantly reduced the time for scraping each vehicle by 300%
- Wrote extensive documentation for frontend/backend for future development

Tahdah LTD

Llandudno, United Kingdom

SOFTWARE ENGINEERING INTERN

July 2017 – September 2017

- Was in charge of the full renovation of the form builder system for creating custom forms. Decided to use Angular due to complexity of the UI
- Built internal API in C# for transforming the Web application into Node-based with NPM to replace plain JavaScript by Typescript Angular, as a result improved page loading times by 4 times
- Developed a bot system for a FAQ using Microsoft-bot framework. A bot system reduced the number of emails regarding the application usage twofold

Honors & Awards

2014 **Finalist**, Google Code-In 2014

Remote

2018 **Winner**, Sony Lifestart Competition

UK

2016 **Winner**, Informatrix

Romania

2018 **Winner**, Idealo Scholarship - Pioneers of Tomorrow

UK

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

Azerbaijan

Projects

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

- Crossplatform project 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. Built a custom framework to interop DirectX on C++ with C# WPF
- Received 4 gold medals on international competitions

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

- Developed a cross-platform game 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