FIRUZ RAZAKOV

SOFTWARE DEVELOPER



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ABOUT ME

Android developer with one year of backend experience. Proficient in Firebase, Retrofit, Jetpack Compose, Clean Architecture, and more. Self-studied .Net, C#, Rest API, gRPC, MVC, JWT, Identity Service, ASP.Net,. Committed to continuous development.

* SKILLS

- C# | .Net | ASP.NET
- Kotlin | Jetpack Compose
- PostgreSQL | SQLite
- REST API | Microservices
- Docker | Git | Postman
- SOLID | Clean Architecture
- Atlassian Jira | Scrum
- Critical Thinking | Math
- Data Structures & Algorithms

□ LANGUAGE

English - Intermediate

Russian - Advanced

Tajik - Native

Uzbek - Native

EDUCATION

Cyprus International University

Foundation degree Computer Science 2023-2024

(≘) EXPERIENCE

.Net Developer

Farzin Technologies LLC (Remote)

2024.04

Designed and implemented backend for a charity website enabling credit card donations, managing user profiles, and showcasing charitable initiatives. Collaborated with frontend team for seamless integration, ensuring a userfriendly experience.

.Net Developer

Startup service similar to Booking.com (Nicosia, Cyprus)

2024.02

2024.04

I've worked on backend development for a startup service for booking hotels and flights. In this role, I have implemented microservices for authentication, hotel booking, flight booking, and payment (billing) while adhering to SOLID and Clean Architecture principles. I utilize RESTful API and employ Nginx as an API gateway.

Junior Android Developer

IO Lab (Khujand, Tajikistan)

2023.07

2023.09

I've worked on two taxi projects-Taxi Gram for city rides and Hamroh for inter-city transport. Initially focusing on basics, I've gained expertise in Firebase, Retrofit, Rest API, Jetpack Compose, navigation, clean architecture, MVVM, OAuth 2.0, and various other technologies. A notable experience includes transitioning from Firebase's real-time databases to implementing web sockets, specifically with the SocketIO library.

IT student Self-study

2019-2023

Studied fundamentals, algorithms, and data structures in C++. Explored frontend, backend, and game dev. Mastered C# for Unity and modeling in Blender. Dived deep into C++ and algorithms. In the past year, focused on backend development with C# and .NET.