RAVSHANBEK MUSAEV

Software Engineering Student

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SUMMARY

Highly organized, motivated, and proactive Bachelor of Science in Software Engineering student with a strong academic record and a passion for learning. Demonstrated ability to manage time effectively and prioritize tasks, resulting in consistently high grades and successful completion of multiple university projects, often as a team leader. Proficient in Java, Python, and web development technologies, with a keen interest in software development, web development, cybersecurity, and AI. Seeking an internship opportunity to apply my knowledge and technical skills, and gain practical experience in the field of software development.

EDUCATION

Bachelor of Science in Software Engineering

UE University of Europe For Applied Sciences

📅 09/2022 - Graduation 08/2025   📍 Potsdam, Germany

GPA
3.56 / 4.0

- **GPA equivalent 89**, UE University of Europe For Applied Sciences, (Winter semester 2022, Summer semester 2023, Winter semester 2023); 30 credits each semester.
- <u>Relevant Coursework:</u> Software Engineering, Software Quality Assurance, IT Agile Development, Backend Development, Frontend Programming, IT Security, Big Data & Analytics, Operating Systems, Computer Architecture, Artificial Intelligence, Machine Learning, Mathematics & Statistics, Quantitative & Qualitative Methods, StartUp-Management, IT Platforms, Cloud Computing & Distributed Systems, Parallel Programming, GUI Design & Web Optimization, Corporate Management.

PROJECTS

World Cup Football Tournament System

University project for Python Programming course. In this project my team and I developed a programm with GUI, in which user selects football teams for the roster of World Cup. Then, the system calculates winners for each match and forwards them to the next stage of tournament. It is done from group's stage to semifinal and final matches.
<u>Main objective</u> of this project was to improve and test our programming skills with emphasizes on OOP and GUI in Python.

Shipping Company

Individual University project for Backend programming course. In this project I developed a programm in Java. In this programm user defined the quantity of pre-defined objects (TVs, Laptops, Mouses and Desktops) with their own dimentions and weights. Then program calculated the shipping cost and the amount of big or small containers (with own dimentions and weight restrictions) used for this shipment.
<u>Main objective:</u> learn and implement OOP with Java, make a GUI in Eclipse IDE.

Gym Database

Team University project for Big Data & Analytics course. In this project we designed and created a database for an imaginary gym. First and main step was to design structure of database, optimize it to 3NF (Third Normal Form) and make the Entity-Relation diagrams. After that we created database in MySQL and added many data entries. Finally we practiced making request and sorting in database.
<u>Main objective:</u> learn database structure, design system, implement normalization correctly, code a database, make requests.

TECHNICAL SKILLS

Java   Python   Go   SQL

Software Development Life Cycle

Cybersecurity Fundamentals   Kali Linux

VS Code   Android Studio   Flutter

Docker   GitHub   Figma   Pandas

Cisco Packet Tracer   AWS   Jira

HTML/CSS

ADDITIONAL SKILLS

Hard-working   Problem-solving

Critical Thinking   Communication

Teamwork   Adaptability

Time management   Creativity

Leadership

CERTIFICATION

Python Essential Training
Focused on learning programming basics with Python, by LinkedIn Learning.

Python Data Structures and Algorithms
Learning data structures and algorithms in Python, by LinkedIn Learning.

Advanced Python
Focused on programming using advanced techniques in Python, by LinkedIn Learning.

Python Object Oriented programming
Focused on object-oriented programming in Python, by LinkedIn Learning.

Building Tools with Python
Focused on building scripts in Python, by LinkedIn Learning.

Functional Programming
Focused on functional programming techniques with Python, by LinkedIn Learning.

PROJECTS

Concept for Car Dealership Application

Team University project for Startup Management course. In this project my team and I had to implement our knowledge of Software Development Life Cycle and create a concept for a Car Dealership application. We conducted Feasibility study and Requirements Analysis to understand our audience and requirements of a client. Then in Requirements Definition we created Workflow and Dataflow diagrams and defined functional and non-funcutial requirements. Also we specified all measurement which needed to be monitored. Finally, we made a list of implementations for a knowledge gain from measurements.
Main objective: learn and implement Software Development Life Cycle, define measurements, learn from the results of measurements.

Cloud Application AWS

Team University project for Cloud Computing course. In this project we developed a cloud system in AWS. Firstly we created many entities of 3 types of text files containing different data types, using Python script. Then these files were uploaded from a local storage to an S3 Bucket in AWS with help of Boto3 library. Upload to S3 Bucket triggered a Master Lambda function, that distributed the work between 3 Worker Lambdas, depending on the file type. Worker Lambdas conducted some certain action on files and saved them to another S3 Bucket.
Main objective: understand cloud and distributed systems, gain experience working with AWS services.

Network in Cisco Packet Tracer

Individual University project for IT Platforms course. In this project I created a network in Cisco Packet Tracer. Network included routers, DHCP server, DNS server, Web server, Firewall, DMZ, desktops, wireless access points, laptops, mobile phones. All routers were interconnected, Network had IP Classes A, B and C. DHCP server was assigning IP addresses to all devices in network and considered if device is in Class A, B or C network.
Main objective: learn and understand networks, IP Classes, get practical experience in building such systems in simulator.

Docker in Ubuntu Virtual Machine

Team University project for IT Platforms course. In this project we learned how to install and use Ubuntu OS in Virtual Machine. Then, in the Ubuntu, we installed Docker and had practice on creating containers, pulling images from Docker Hub and pushing other files into our containers.
Main objective: learn principles of work in Ubuntu OS, have practice with Docker.

Software Development Life Cycle Universal Document

Individual University project for Software Engineering course. In this project, I created a document, which is universal instruction (plan) of SDLC implementation with Software Quality Assurance for any project. This work includes a detailed plan for each stage of Software Development Life Cycle with all necessary inputs, processing, outputs, measurements, including Source Code Management documents. Besides the instruction document, I made an example of its implementation.
Main objective: have deep understanding of Software Development Life Cycle, know all of its stages and necessary documents, being able to implement it to any project.

Environmental Website Design in Figma

Team University project for GUI Design course. In this project we created a design for an environmental website about beach clean-ups. The design was made in Figma, contained many pages and prototyping. So the design project was fully functional.
Main objective: learing basic and advanced technics in Figma, making appealing website design, prototyping, implementing knowledge on real project.

Weather Application and Website

Team University project for Frontend Development course. In this project we created a weather application for Android using Flutter in Android Studio. To get accurate results, we used Geolocator API for Flutter, then gained information about weather in the location with help of OpenWeatherMap API for Flutter. After the application was ready, we created a website with similar functions.
Main objective: learn how to create mobile applications using Flutter, use APIs in Flutter, learn basics of Web development using HTML/CSS and implementing knowledge to create a website.

CERTIFICATION

Software Development Life Cycle
Learning SDLC, its basics and advanced concepts, by LinkedIn Learning.

Machine Learning Foundation
Learning foundations of Machine Learning with Python, by LinkedIn Learning.

LANGUAGES

English — Proficient

Russian — Native

German — Intermediate

Uzbek — Proficient

PORTFOLIO

github.com/rovshh
Porfolio with all my Certifications and Project is in my GitHub repository via this link