

# CONTACTS

✉ mravshan.germany@gmail.com  
☎ +4915231630467  
in www.linkedin.com/in/ravshanbek-musaev  
🔗 github.com/rovshh

# EDUCATION

## Bachelor of Science in Software Engineering

UE University of Europe for Applied Sciences (Potsdam, Germany)

Semester 4/6  
09/2022 - Graduation 08/2025

- **GPA 1.7/5.0 (equivalent 89/100)**, UE University of Europe For Applied Sciences, (Winter semester 2022, Summer semester 2023, Winter semester 2023); 30 credits each semester.
- **Relevant Coursework:** 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.

# TECH SKILLS

Java Python Go SQL Dart Flutter  
Software Development Life Cycle Jira  
Cybersecurity Fundamentals Kali Linux  
VS Code Android Studio MS Office  
GitHub Figma Pandas HTML CSS  
Cisco Packet Tracer AWS Docker

# SOFT SKILLS

Hard-working Problem-solving  
Critical thinking Open-mindedness  
Communication Teamwork  
Adaptability Time management  
Creativity Leadership Accuracy

# LANGUAGES

- **English** C1 (Proficient)
- **Russian** C2 (Native)
- **German** A2 (Intermediate)
- **Uzbek** C1 (Proficient)

# Ravshanbek Musaev

Software Engineering Student  
Potsdam, Germany

# 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. Increased team efficiency by 70% and achieved average grade of 92% per team project. Proficient in Java, Python, and web development technologies, with a keen interest in software development, web development, cyber security, and AI. Seeking an internship opportunity (5-12 months) to apply my knowledge and technical skills, and gain practical experience in the field of Software development.

# PROJECTS

## World Cup Football Tournament System

Group University project for Python Programming course. In this project my team and I developed a Python program 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. Finally, winner of World Cup is displayed. Main objectives: 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 program in Java. In this program user defined the quantity of predefined objects (TVs, Laptops, Mouses and Desktops) with their own dimensions and weights. Then program calculated the shipping cost and the amount of big or small containers (with own dimensions and weight restrictions) used for this shipment. Main objectives: 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 requests and sorting in database. Main objectives: learn database structure, design system, implement normalization correctly, code a database, make requests, apply sorting.

## 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-functional requirements. Also we specified all measurement which needed to be monitored. Finally, we made a list of implementations of knowledge gained from measurements. Main objectives: learn and implement Software Development Life Cycle, define measurements, learn from the results of measurements.

## CERTIFICATIONS

### Python Essential Training

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

### Python Data Structures and Algorithms

Focused on learning data structures and algorithms in Python, by LinkedIn Learning.

### Level Up Python

Focused on improving skills in Python and learning intermediate level concepts, by LinkedIn Learning.

### Python Object Oriented programming

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

### Advanced Python

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

### Functional Programming

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

### Building Tools with Python

Focused on building scripts in Python, by LinkedIn Learning.

### 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.

## PORTFOLIO

### [github.com/rovshh](https://github.com/rovshh)

Portfolio with all my Certifications and Projects is in my GitHub repository via this link.

## PROJECTS

### Cloud Application AWS

Team University project for Cloud Computing course. In this project we developed a cloud system in AWS. Firstly, using Python script we created many entities of 3 types of text files containing different data types. 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 objectives: 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 objectives: learn and understand networks, IP Classes, get practical experience in building such systems in simulator.

### Software Development Life Cycle Universal Document

Individual University project for Software Engineering course. In this project, I created a document, which is a 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 objectives: have deep understanding of Software Development Life Cycle, know all of its stages and necessary documents, being able to implement it to any project.

### 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 objectives: learn principles of work in Ubuntu OS, have practice with Docker.

### 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 objectives: learn basic and advanced techniques in Figma, make appealing website design, prototyping, implement 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 at that location with help of OpenWeatherMap API for Flutter. After the application was ready, we created a website with similar functions. Application had a link to a website, so user is able to open website directly from application to get more detailed weather forecast.

Main objectives: learn how to create mobile applications using Flutter, use APIs in Flutter; learn basics of Web development using HTML/CSS, JavaScript and implement knowledge to create a website.