

Shohin Abdulkhamidov

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EDUCATION

San Jose State University

Bachelor of Science in Software Engineering (GPA: 3.6)

San Jose, CA

Graduated: Fall 2023

- **Relevant coursework:** Data Structures and Algorithms, Object Oriented Design and Programming, Software Engineering II, Enterprise Software Platforms, Database Management Systems, Operating Systems, Software Engineering Process Management, Software Quality Engineering, Server Web Programming, Computer Networking.
- **Certificates:** [Google IT Support Professional](#), [Lyft Backend Engineering Virtual Experience](#)

TECHNICAL SUMMARY

Languages & Frameworks: Java, Python, TypeScript, JavaScript, Spring Boot, FastAPI, NextJS, Svelte, ReactJS
Software & Tools: Kubernetes, Docker, Kong API Gateway, RabbitMQ, Git, CI/CD, JUnit Testing
Databases & Cloud: MySQL, MongoDB, Redis, SQL, NoSQL, Google Cloud, AWS, Azure

EXPERIENCE

MorteSense – SJSU Engineering Research Project

Software Engineer

San Jose, CA

January 2023 – December 2023

- Built a motion detection system, MorteSense, as part of an academical research project in a team of 4 students.
- Designed and implemented a comprehensive IoT system connecting hardware motion detection to a cloud-based backend API and front-end dashboard, while enabling real-time motion detection alerts on mobile devices through messaging.
- Developed backend functionalities using Python, FastAPI, and Twilio API.
- Built a dynamic user-friendly web UI dashboard for managing IoT devices using ReactJS and Tailwind CSS.
- Leveraged AWS RDS to create a MySQL server in the cloud to securely store and efficiently manage our data.
- Submitted project's research paper to IEEE (Open Access Journal)

CRATUS Technology

Software Engineer, Intern

San Jose, CA

June 2022 – August 2022

- Developed a high-performance APIs for IoT devices using Python while working alongside my mentor.
- Conducted Agile workflows for all tasks and collaborated with engineers outside the team for broader performance.
- Implemented real-time location tracking using Leaflet to visualize geospatial data collected from IoT devices.
- Created CI/CD pipelines in GitHub Actions for continuous integration and deployment of our projects.

PROJECTS

E2E Enterprise Starbucks Project – Lead Software Developer

Spring 2023

- Constructed multi-tiered, end-to-end enterprise software architecture for Starbucks project, ensuring seamless integration and optimized performance with 100% uptime rate.
- Built and deployed stateless RESTful API built with Java Spring Boot by connecting it to the MySQL cloud database.
- Increased scalability by 4 times by deploying Starbucks API and Cashier web app in multiple pod instances to cloud with a load balancer using Google Cloud Kubernetes Engine.
- Secured API scaling with Kong API-Gateway and its proxy capabilities, supporting over 40 requests per second.
- Mentored 10+ students, fostering open communication, tailored guidance, and mutual learning.

iFarmo – Software Developer

Spring 2023

- Developed a full-stack web platform for farmers to advertise their produce and find labor.
- Designed backend functionalities with NodeJS based Bun and Hono library while adhering to SOLID principles
- Used SvelteKit front-end framework to consistently achieve Lighthouse website performance metrics scores above 90%.

BookUp – Java Programmer

Fall 2021

- Collaborated in a team of 4 students to develop a full-stack web application for booking hotels and houses.
- Implemented user management functionalities using Spring Boot to ensure efficient and reliable backend operations.
- Modeled MySQL database for secure storage and retrieval of user data, ensuring data integrity and scalability.

SCHOLASTIC ACHIEVEMENT

- S. Abdulkhamidov, D. Cruz, D. Garcia-Carrasco, S. Gevorgyan, "MorteSense DIY Home Security", 2024 11th Annual IEEE Conference on Technologies for Sustainability
 - Submitted manuscript for conference peer review, with a focus on major revisions to enhance content. Committed to openly sharing findings with the research community upon acceptance in the final round.