Sukhrob Ilyosbekov

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Senior Full-Stack Developer / Game Developer / CV Researcher

PROFESSIONAL SUMMARY

Senior Full Stack Developer with 9+ years of experience delivering scalable web applications, enterprise SaaS platforms, and multiplayer games for clients across healthcare, real estate, logistics, and gaming industries. Proven track record on Upwork building end-to-end solutions using modern tech stacks including React, Next.js, .NET, Node.js, and cloud infrastructure. Specialized in HIPAA-compliant healthcare applications, real-time systems, and AI-powered solutions. Passionate researcher in computer vision, deep learning, and explainable AI for medical image analysis.

EDUCATION

Northeastern University, Boston, ME: Master of Science in Computer Science   **Jan 2024 - May 2026**

Suffolk University, Boston, MA: Bachelor of Science in Computer Science   **Sep 2021 - May 2023**

INTI International College Subang, Malaysia: Bachelor of Science in Computer Science   **Sep 2019 - Jul 2021**

TUIT, Uzbekistan: Bachelor of Science in Software Engineering   **Sep 2017 - Jun 2019**

TECHNICAL SKILLS

Languages: C#, C++, Python, JavaScript, TypeScript, Kotlin

Backend: ASP.NET Core, Nodejs, Bun, Spring Boot, NestJS, FastAPI, ElysiaJS

Frontend: Angular, React, Next.js Blazor, HTML/CSS, Tailwind

Mobile: Kotlin Multiplatform, MAUI, React Native

Databases: MS SQL, PostgreSQL, MySQL, MongoDB, Redis, Firebase, DynamoDB

AI/ML: PyTorch, TensorFlow, OpenCV, YOLO, Deep Learning, LLM Integration

Game Development: Unity, Godot, PhaserJS, Colyseus

Cloud & DevOps: AWS (Amplify, S3, Lambda, Cognito), Azure, Docker, Kubernetes

Soft Skills: Leadership, Teamwork, Attention to Detail, Versatility, Problem-Solving, Creativity

PROFESSIONAL EXPERIENCE

Freelance Full Stack Developer | Upwork | USA   **Jul 2022 – Present**
- Delivered 10+ full-stack projects for clients in healthcare, real estate, and gaming with consistently high ratings.
- Built "Chestnut," a large-scale MMO game featuring custom server-side physics, real-time sync for 100+ concurrent users, and Web3 integration.
- Developed AI-powered medical imaging platform using PyTorch and OpenCV for disease detection; deployed on Azure Kubernetes Service.
- Created Blazor-based drag-and-drop form builder library with JSON schema generation; architected Next.js/NestJS real estate platform.

Full Stack Developer | EmTech Care Labs | Portland, ME | USA   **Jan 2025 – Jun 2025**
- Built HIPAA-compliant healthcare platform enabling collaborative care planning for Alzheimer's patients and caregivers.
- Led migration from AWS Amplify Gen 1 to Gen 2, reducing build/deployment times by 40%; unified codebase with TypeScript mono-repo.
- Implemented real-time messaging/notifications; standardized UI by consolidating multiple libraries into single component systems.

.NET Software Engineer | Virtuworks | Miami, FL | USA   **Dec 2022 – Dec 2023**
- Led the successful migration of the legacy ASP.NET Web Forms system to the cutting-edge Blazor WebAssembly framework, resulting in improved application performance and enhanced ease of maintenance.
- Developed highly efficient and responsive UI components using Blazor, contributing to enhanced user experience.

.NET Software Engineer | Frost Pixel Studio | Russia   **Oct 2021 – May 2022**
- Developed web applications and browser-based games using ASP.NET Core, Blazor, Angular, and PhaserJS.
- Enhanced web application performance by 30% using efficient caching strategies.

.NET Software Engineer | Smart Meal Service | Russia   **Sep 2020 – Oct 2021**
- Contributed to all phases of SDLC for multiple application development projects, demonstrating collaboration and multitasking.
- Developed a robotic cashier application and a self-service kiosk integrated with POS systems.

Game Developer | Pentalight Technology | Malaysia   **Mar 2020 – Feb 2021**
- Developed multiplayer functionality for a smart city project on the Unity platform.
- Integrated UI and HUDs for VR platform using MLAPI and SteamVR.

Freelance Software Developer | Freelancer.com   **Feb 2019 – Feb 2020**
- Developed web, desktop, and mobile applications using the .NET stack.
- Developed APIs and natural language processing applications using Python NLP libraries.

Game Developer | EC Dev Team | Uzbekistan   **Jul 2016 – Jan 2019**
- Led the development of the RTS game "Hearts of Iron: Economic Crisis" in Clausewitz Engine.
- Developed game AI logic, hardcore game mechanics, and software tools for developers.
- Reviewed game system within areas of responsibilities and ensured balancing across the game for player experience and goals.

FEATURED PROJECTS

Logistics TMS - A cutting-edge, enterprise-scale, large-scale SaaS application for transportation companies. Logistics TMS is a fleet management system primarily targeting logistics and trucking companies seeking to streamline their operations. It offers a comprehensive suite that includes an administrator web application, a management web application, and a driver mobile application. The backend is powered by a robust REST API and an Identity Server application.
Repository: https://github.com/suxrobgm/logistics-app

Med Image Scanner - HIPAA-compliant healthcare platform that connects to hospital PACS servers via the DICOM standard, enabling radiologists and clinicians to securely view, annotate, and run AI-powered analyses on X-ray, CT, and MRI studies**.** Provides in-browser tools for window/level adjustment, distance and angle measurements, segmentation masks, and disease-detection overlays generated by PyTorch and OpenCV models. Architected with a Python FastAPI backend and a Next.js frontend, leveraging OHIF Viewer for image rendering and MUI for a responsive UI. Follows a Domain-Driven Design approach with PostgreSQL as the data store**.**
Repository: https://github.com/suxrobgm/med-image-scanner

Blazor Form Builder - a comprehensive library for generating and managing forms within Blazor applications. It provides a simple interface for creating forms with various field types, including text, numeric, date, and dropdown fields. The library includes a Blazor WebAssembly application for designing and rendering forms from a JSON schema.
Repository: https://github.com/suxrobgm/blazor-form-builder

ChessMate - an online chess platform where players can engage in player-versus-player (PvP) matches or compete against AI. The platform supports both rated games and friendly matches, catering to a wide audience ranging from complete beginners to seasoned chess veterans. ChessMate's goal is to make chess more accessible and enjoyable for everyone by eliminating the need for physical boards or in-person opponents. This web-based application is developed with Spring Boot for the backend and Angular for the frontend.
Repository: https://github.com/suxrobgm/online-chess

Bookshelf Scanner - end-to-end solution for detecting books from an image of a bookshelf and identifying their titles and authors. It leverages cutting-edge computer vision (YOLO segmentation) and Large Language Models (Moondream2) to deliver a seamless user experience via a modern web interface.
Repository: https://github.com/suxrobgm/bookshelf-scanner

AOE4 Matchmaking System - project provides a machine learning-assisted matchmaking system for Age of Empires IV (AOE4) game. It combines player clustering, a predictive outcome model, and a traditional ELO fallback system to create fair and balanced matches between players.
Repository: https://github.com/suxrobgm/aoe4-matchmaking

MelanomaNet: Explainable Deep Learning for Skin Lesion Classification
Explainable deep learning system for multi-class skin lesion classification across all 9 ISIC 2019 categories using EfficientNet V2. Features GradCAM++ attention visualization and novel ABCDE criterion analysis with automated feature extraction for clinical interpretability.
Paper: https://arxiv.org/abs/2512.09289
Repository: https://github.com/suxrobgm/explainable-melanoma