VALENTIN KISIMOV

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resume@root:~$ whoami

Since my first memories, I have been fascinated by technology and interested in learning how things actually work. Growing up I spend most of my time tinkering – game modding, flashing custom ROMs on androids, repairing phones and PCs... This hobby led me to pursue a career as a developer. If you take a look at my projects, you can easily see that I have experience in a wide variety of computing fields, using different technologies and programming languages. This exposure gave me the ability to approach each problem from many angles and solve it efficiently. During the years I've acquired key skills – learn new things rapidly, adapt quickly and get decent at something for a short period of time. I'm not complete, but I'm willing to learn, expand and grow!

Education

Edinburgh Napier University   2019 -2023
BEng (Hons) Computing

· **Relevant Courses:** Advanced Web Development, Object-Oriented Software Development, Computer Systems, Algorithms and Data Structures, Advanced Database Systems, Mobile App Development, Artificial Intelligence

Technologies

Programming Languages: C, C++, C#, Java, Python, Bash, JavaScript, Haskell, R, Go
Experience with: React-Native, MySQL, Git, Docker, Travis-Ci, Maven
Web Development: React, HTML5, CSS, Node, Flask, WordPress, Firebase

Experience

J.P Morgan   April, 2021
Software Engineering Virtual Experience Internship
The main objective of the virtual Internship was to interface with stock price data and solve problems regarding data visualization. Programing languages used in the project - React, Typescript, Python.

Projects

Hi-Lo Game   AQA Assembly
One of my first projects. Assembly Language can be a beginner's nightmare, but understanding the basics gave me a peek behind the scenes of any higher-level programming language. The simple code can be run in an ARM CPU simulator which visualizes the execution flow of each instruction.

Word Replacer | Connect Four Game   C
Climbing the ladder of programming languages, "C" taught me the power of pointers, algorithms and data structures. Connect Four game and a Word Replacer was a nice way to practice the new skills learned.

Deep Learning Model for Sentiment Analysis   Python
Working with AI was intriguing. The architecture of the model developed was with Bidirectional recurrent neural networks and LSTM layers. The model achieved 87% accuracy on testing data after extensive training and tweaking. The sentiment method used was word-embeddings which proved superior for the specified task.

File Sharing Platform "SetupGarage.cc"   HTML, CSS, JavaScript, MySQL, Python
"Setupgarage.cc" is a website for sharing car setups for a racing simulator. It also serves an educational purpose with "Guides" section, which explains the basic concepts of race craft and the process of tuning a racing car. This project is fully designed, developed and deployed by me. Hosted on a VPS with Nginx and Gunicorn.

Productivity Mobile App "23 Tasks"   React-native, Firebase
The app aims to provide the user with the tools to quickly take notes and priorities tasks in a visualized easily to navigate way. The idea is inspired by the Kanban board, which is a tool for workflow visualization, widely used by Agile teams. Still in a pretty early stage, but the APK is available for testing on my GitHub Page.

GLASS: Distributed Ledger   Docker, Go, Hyperledger-Fabric, IPFS
The project aims to develop a system that provides a method for secure sharing of EU citizen data among members of the Hyperledger network, using Inter-Planetary File System (IPFS). The idea of the project is to enhance the level of trust between EU citizens and government bodies by increasing levels of transparency and security while also avoiding the bloat of previous administration bureaucracy.

By **clicking** on each project **title**, you will be redirected to a **GitHub** repo with descriptions and instructions.