Batyrkhan Yerekeyev

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github.com/erekeevB

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EDUCATION

Nazarbayev University   *Nur-Sultan, Kazakhstan*
Bachelor of Science in Computer Science   August 2018 - June 2022

Nazarbayev University   September 2017 - June 2018
Foundation Program (NUFYP) in Physics and Math, Got accepted into program with 20% acceptance rate

SKILLS

Programming Languages: Python, Javascript (ES6+), C++, Java, C, SQL

Client Scripting: React, Redux, Typescript, jQuery

Server Scripting: Python (Django)

Front-end: HTML5, CSS3, Bootstrap on responsive design , Grid, Modules

Other Programming Technologies: Git,, Spring Boot, MySQL, Linux

Other skills: Object Oriented Design, UML, Design Patterns

PROJECTS

Hotel chain Full Stack Web Application   https://erekeevb.github.io/hotel-booking-webpage/

- Created feature to make bookings for guests for particular room type, managing staff for administrators and accessing history of reservations at profile of each guest using **React, Redux**, **React-select, React-datepicker**

- Learned Java **Spring Boot** to create REST API, **Spring Security** to handle authorization / authentication and **JPA** to connect to **MySQL** database in 1 week to implement the project.

- The development was led on **Agile methodology**: regular 2 meetings within a week and writing sprint backlog with sprint goal at the beginning of each sprint.

Bizden Komek Web Application   **bizden-komek-club.herokuapp.com**

- Built a **full-stack web application** for my mom using **React, Redux** on client, **Django** on server side & deployed to Heroku.

- Implemented **clean architecture** by learning **MVC design pattern** and **Dependency Injection**.

Minesweeper on React   **https://erekeevb.github.io/minesweeper/**

- Built a MineSweeper using **only React** that can have 3 difficulties. Used **BFS** to open up empty spaces.

Search Algorithms Visualization   https://github.com/erekeevB/A-Star-Python

- Implemented informed and uninformed search algorithms – A* and UCS which find optimal path.

- Added custom barrier to avoid when finding optimal path.

Rebuilding Simple STL Data Structures

- Used OOP principles to create STL Data Structures on C++
- Implemented create, delete and find etc. operations for HashMap, Set, Stack, Queue.