Yernar Aldabergenov

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Profiles	in yernaraldabergenov

Summary

Results-oriented Software Engineer specializing in C++ development for complex systems, including automotive (QNX), financial microservices, and game development industry. Proven ability to lead development efforts, optimize system performance, and significantly improve software reliability. Seeking to leverage expertise in real-time systems, software architecture, and automated testing to contribute to innovative projects at a leading technology firm.

Experience

Volvo Cars   Oct 2023 – Present
Software Engineer   Krakow, Poland

- Led development for a new System-on-Chip (SoC), ensuring software compatibility and optimization.
- Improved SWDL system efficiency by 30% and stability through architectural enhancements.
- Redesigned factory reset routine, reducing recovery time by 40%.
- Developed automated tests and unit tests, boosting test coverage and reliability.
- Contributed to internal build tools and optimized the CI pipeline for QNX-based systems.
- Collaborated in Scrum and Kanban teams for efficient delivery of milestones.

Luxoft (BMW project)   Jan 2022 – Oct 2023
Software Engineer   Belgrade, Serbia

- Developed software for QNX-based automotive systems with real-time constraints.
- Implemented parallelized SOME/IP message hashing, reducing latency by ~35%.
- Created a CSV-driven code generator for publisher/subscriber automation.
- Refactored method classes for maintainability and scalability.
- Boosted test coverage from 81% to 97%; built flaky test analyzer and failure tracking.
- Contributed to RGA and emergency lane corridor features in production.

Prime Source (Tayyab Bank)   Jan 2021 – Dec 2021
Back-End Developer   Almaty, Kazakhstan

- Designed and maintained core microservices for digital banking systems.
- Developed REST APIs and real-time notification services using Spring Boot and Go.
- Improved database performance through optimized queries and indexing (PostgreSQL).
- Deployed Docker-based microservices and managed CI/CD with Git.

Singularity Lab   May 2019 – Mar 2020
Gameplay Programmer   Almaty, Kazakhstan

- Developed and deployed interactive mobile games for iOS and Android platforms, focusing on performance and cross-device compatibility.
- Built immersive VR simulation experiences using Oculus and HTC Vive, contributing to physics systems, user interaction, and scene optimization.

KazNITU   May 2018 – June 2019
Software Engineer   Almaty, Kazakhstan

- Developed C++ desktop applications using Qt Widgets for internal automation tools.

Education

International Information Technology University   July 2023
Computer Science   Master's degree
3.67

International Information Technology University   July 2021
Computer Science   Bachelor's Degree
3.62