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KHAYOTBEK AZIMOV

Software Engineer

LINKS

GitHub: github.com, Linkedin.com: www.linkedin.com.

EDUCATION

BACHELOR'S OF SCIENCE IN COMPUTER SCIENCE **Aug 2021 - May 2023**
San Francisco State University ***San Francisco, CA***

Graduated with 4 Dean's List Semesters

ASSOCIATE OF SCIENCE, MAJOR IN COMPUTER AND INFORMATION SCIENCE, MINOR IN MATHEMATICS **2017 - 2020**
College of San Mateo ***San Mateo, CA***

Graduated with 5 Dean's List Semeters

SKILLS

Amazon Web Services (AWS), Git, Python, R, JavaScript, HTML/CSS, SQL, ReactJs, Flask, Software Development Life Cycle, UX/UI, Software QA, Testing, Object-Oriented Programming, CI/CD, C++, API Development, DevOps Practices, SQL, NoSQL, MySQL, MongoDB, PostgreSQL, Node.js, Express.js, jQuery, RESTful API, JSON, XML, Computer Networks.

ACADEMIC PROJECTS

DEBUGME | CSC648 CAPSTONE PROJECT (SFSU)
Jan 2023 - May 2023

• Implemented Python and ReactJs software solutions following Waterfall Development methodologies, leading to a 50% improvement in application response time and a 15% increase in user engagement.

• Conducted extensive user research to gather insights and identify pain points, resulting in a 40% decrease in customer support issues and a 25% increase in user satisfaction.

• Applied software configuration management practices to ensure smooth delivery, installation, and documentation of software releases.

• Implemented software metrics and conducted performance and usability measurements to optimize software quality.

• Led software QA and testing efforts, identifying and resolving defects to enhance software reliability and stability.

• Collaborated with a team of seven students to execute a comprehensive course project, fostering effective communication, cooperation, and collective identifying and analyzing problem abilities.

• Integrated best DevOps practices, utilizing CI/CD pipelines to automate testing, and reducing deployment time by 25%.

FYYUR | FULL STACK WEB DEVELOPMENT (UDACITY NANODEGREE)
Feb 2021 - Apr 2021

- Designed and implemented a **full-stack web application** using **Flask (Python)** and **SQLAlchemy** for managing artists, venues, and events.
- Developed a robust **relational database schema** to efficiently store and retrieve data for artists, venues, and show bookings.
- Built dynamic and responsive front-end interfaces with **HTML**, **CSS**, and **Bootstrap**, ensuring a user-friendly experience.
- Integrated **CRUD functionality** for users to create, read, update, and delete information about artists and venues.
- Utilized **Flask-Migrate** for seamless database schema updates and version control.

SENTIMENTAL ANALYSIS [PYTHON, NLP]
Jan 2023 – May 2023

- Developed Sentimental analysis model using 1 million tweets of Twitter dataset to analyze polarity of tweets during covid.
- Reduced data processing time by 50% with usage of Tokenization, Stemming, Lemmatization and Vectorization techniques.
- Executed ensemble learning technique using Naïve Bayes, Random Forest, and Logistic Regression to get precision up to 90%

TANK GAME [JAVA]
June 2022 - Aug 2022

- Created a 2D tank game using Model View Controller(MVC) design pattern and OOPs principles to enhance code readability.
- Utilized features of libGDX and optimized controls, resulting in a 25% improvement in frame rate and smoother gameplay.
- Leveraged Android Studio's advanced profiling tools and debugging capabilities to elevate the game's stability by 50%.

PHOTO ALBUM [JAVASCRIPT, MYSQL, NODEJS, HTML, CSS]
Jan 2022 – May 2022

- Developed a full-stack app to simulate a real-world art gallery experience, handling 500+ concurrent users during peak times.
- Integrated server-side scripting in Nodejs and optimized MySQL queries led to 35% increase in speed and performance.
- Applied REST API endpoints for search, boosting accuracy by 25% and delivering highly relevant recommendations to user