Sukhrob Ilyosbekov

Age: 24
Nationality: Uzbekistan
Residence: USA
Experience: 6+ years
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Profile

Full stack software developer with over 6 years of extensive experience in complete software development life cycle (SDLC) involving to prerequisite analysis, design, development, testing, packaging, deploying, and maintaining desktop, web, and mobile applications, as well as developing games using the Unity engine.

Software skills include:

- Languages: C#, Python, JavaScript/TypeScript, HTML, CSS, SQL
- Databases: MS SQL, PostgreSQL, MySQL, MongoDB
- Frontend: Angular, ReactJS, Blazor
- Backend: ASP.NET Core
- Other skills: WPF, Xamarin.Forms/MAUI, .NET 6, .NET Core, Entity Framework, SignalR, gRPC, Bootstrap, Git, Unit Testing, Selenium, Unity 3D, RabbitMQ, Docker, Kubernetes, CI/CD, Azure DevOps, PhaserJS

Work experience

Frost Pixel Studio ▪ Russia

Full Stack Developer

10/2021 – present   (contract, remote)

- Developed decentralized applications (dapps)
- Developed an interop library for simplifying MetaMask's API for Blazor applications
- Developed HTML5 games using the Phaser JavaScript framework
- Developed mobile applications using Xamarin.Forms
- Developed web applications using Asp.Net Core and Angular
- Developed a REST API service for Binance Smart Chain (BSC) network
- **Skills:** C#, TypeScript, Asp.Net Core, Angular, MAUI, MySQL, Azure DevOps

Smart Meal Service ▪ Russia

Full Stack Developer

09/2020 – 10/2021 (contract, remote)

- Participated in all phases of SDLC starting from analysis to the delivery of the application development projects and also supported enhancements and maintenance of existing applications.
- Designed and developed a robotic cashier application - a self-service terminal capable of completely replacing the cashier using WPF, gRPC and MS SQL stacks.
- Designed and developed a self-service kiosk - a hardware and software suite that is integrated with POS systems of the catering establishment.
- Developed a library for MVVM applications and significantly improved code maintainability and testability in WPF applications
- Designed and developed a web application using ASP.NET Core, Blazor, MS SQL to support payroll and performance management applications through system driven approach.
- Developed a Telegram tech support bot and framework for building bots.
- Identified and suggested tools to enhance the code quality, maintenance, and reusability.
- Worked with business stakeholders, application developers, and production teams across functional units to identify business needs and discuss solution options.
- **Skills:** C#, JavaScript, Asp.Net Core, WPF, Blazor, RabbitMQ, MS SQL, gRPC, Azure DevOps

Pentalight Technology ▪ Malaysia

Unity C# Developer

03/2020 – 02/2021 (contract, remote)

- Developed multiplayer functionality for the smart city project in the Unity platform.
- Integrated user interface (UI) and various HUDs for VR platform.
- Integrated MLAPI (UNet based networking system).
- Integrated SteamVR.
- **Skills:** C#, Unity, SteamVR, Photon, MLAPI

Freelancer.com

Full Stack Developer

02/2019 – 02/2020 (freelance)

- Designed and developed various web, desktop, and mobile applications using .NET stack (ASP.NET Core, WPF and Xamarin.Forms)
- Designed and developed various API and wrapper libraries in .NET
- Developed natural language processing applications using Python NLP libraries.
- Designed and maintained front-end parts of web and mobile applications.
- Wrote unit tests to improve code predictability and documentation.
- Developed supporting tools to reduce development time.
- Used coding methods in specific programming languages to initiate and improve program execution and functionality.
- Worked closely with the client to provide a customized website for their business.
- **Skills:** C#, JavaScript, Python, Asp.Net Core, ReactJS, Xamarin.Forms, Unity, WPF, MS SQL, MongoDB

EC Dev Team ▪ Uzbekistan

Game Developer

07/2016 – 01/2019 (part-time, remote)

- Developed an RTS game in Clausewitz Engine called "Hearts of Iron: Economic Crisis"
- Managed a team of enthusiastic developers.
- Designed and developed game artificial intelligence (AI) logics.
- Programmed hardcore game mechanics.
- Scripted the world map of the game.
- Developed various software tools for developers.
- Balanced the game's difficulty and technology trees.
- **Skills:** Lua, C#, Python, WPF, Game Design

Education

Suffolk University
Boston, MA ▪ USA

09/2021 – 05/2023

- Bachelor of Science
- Major: Computer Science

INTI International College Subang
Subang Jaya ▪ Malaysia

08/2019 – 07/2021

- American Degree Transfer Program
- Major: Computer Science

Tashkent University of Information Technologies
Samarkand ▪ Uzbekistan

09/2017 – 06/2019

- Bachelor of Science
- Major: Software Engineering

Awards

Top-10 team
Tashkent University of Information Technologies

02/2018

- Top-10 team in the contest between IT Universities in Uzbekistan.

Winner
Tashkent University of Information Technologies

12/2017

- Winner of the individual ACM ICPC contest between TUIT students.

Strengths

Ability to learn from mistakes ▪ Creative thinking ▪ Confident ▪ Critical thinking ▪ Working quickly ▪ Accuracy ▪ Solving complex problems