Sukhrob Ilyosbekov

Age: 25

Nationality: Uzbekistan

Residence: USA

Experience: 7+ years
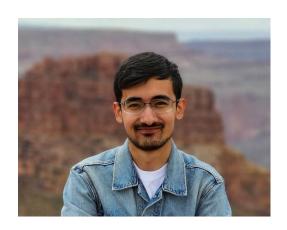
Email: suxrobgm@gmail.com

GitHub: https://github.com/suxrobgm

Website: https://suxrobgm.net

LinkedIn: https://linkedin.com/in/suxrobgm

Freelancer: https://freelancer.com/u/suxrobgm

Upwork: https://www.upwork.com/freelancers/~01c9c8d7096219b387

Summary

Passionate Full Stack Developer with 7+ years of experience in various programming languages and technologies. Proven ability in managing all phases of software development, from initial concept, through design and implementation, to post-release support. Specializing in game development, web applications, cloud-based solutions, and AI integrations. Experienced in team leadership with a demonstrated ability to deliver innovative, user-focused solutions. Committed to producing high-quality, scalable, and maintainable code using modern development best practices. Exceptional problem-solving skills and a drive for continuous learning and skill development. Proficient in a diverse array of software skills, including:

• Languages: C#, C++, Python, JavaScript, TypeScript, Erlang

• Databases: MS SQL, PostgreSQL, MySQL, MongoDB, Redis

• Frontend: Angular, Blazor

• Backend: ASP.NET Core, NodeJS

• Frameworks & Libraries: WPF, MAUI, .NET 7, Entity Framework, SignalR, gRPC, HTML, CSS, Bootstrap, Unity 3D, RabbitMQ, Docker, Kubernetes, CI/CD, Azure DevOps, PhaserJS, ExpressJS, NestJS, Socket.IO, Colyseus, Prism

• Concepts: Software Design Patterns, Software Architectures, Microservices, MVVM, TDD, SOLID, DRY, KISS

Leveraging this extensive skill set, I excel at delivering innovative, high-performing solutions tailored to meet diverse project requirements and exceed expectations.

Work experience

Dynetis Games ▪ Brussels, Belgium
Lead Software Engineer

07/2022 – present   (remote)

- Led the development of the MMO game "Chestnut", a multiplayer Web3 browser game built using the Phaser game engine, and the game server was built on the Node.js platform.
- Built a server-side game physics engine and established real-time synchronization for uninterrupted user engagement.
- Created automated pipelines for continuous integration and continuous deployment.
- **Tools Used**: TypeScript, PhaserJS, NestJS, PostgreSQL, Redis, Docker, Kubernetes, Azure DevOps

Virtuworks ▪ Miami, FL, USA
.NET Software Engineer

12/2022 – 10/2023   (remote)

- Led the successful migration of the legacy ASP.NET Web Forms system to the cutting-edge Blazor WebAssembly framework, resulting in improved application performance and enhanced ease of maintenance.
- Developed highly efficient and responsive UI components using Blazor, contributing to an enhanced user experience.
- Spearheaded the refactoring of server applications, optimizing their performance and streamlining operations.
- **Tools Used**: C#, ASP.NET Core, ASP.NET Web Forms, Blazor, MS SQL, Docker, Kubernetes, Azure DevOps

Frost Pixel Studio ▪ Moscow, Russia
.NET Software Engineer

10/2021 – 05/2022   (remote)

- Developed two high-performance web applications using ASP.NET Core and Angular, prioritizing clean, efficient code to ensure optimal performance and functionality.
- Boosted web application performance by a remarkable 30% by reducing HTTP

requests and implementing effective caching strategies.

- Created five browser-based games using PhaserJS and TypeScript, demonstrating creativity and proficiency in game development.

- Developed two innovative cross-platform mobile applications using Microsoft's new framework, MAUI, incorporating a QR code-based authentication flow and a mechanism for approving user actions in a mobile application.

- **Tools Used**: C#, TypeScript, Python, ASP.NET Core, Angular, Blazor, MAUI, MS SQL, Docker, Azure DevOps, PhaserJS

Smart Meal Service ▪ Moscow, Russia
.NET Software Engineer
09/2020 – 10/2021   (remote)

- Participated in all phases of SDLC starting from analysis to the delivery of the application development projects and supported enhancements and maintenance of existing applications.

- Designed and implemented a state-of-the-art robotic cashier application capable of replacing the cashier, using WPF, gRPC, and MS SQL technologies.

- Developed a self-service kiosk integrated with the POS systems of the catering establishment, reinforcing user experience and operational efficiency.

- **Tools Used**: C#, JavaScript, ASP.NET Core, WPF, Blazor, RabbitMQ, MS SQL, gRPC, Docker, Azure DevOps

Pentalight Technology ▪ Kuala-Lumpur, Malaysia
Game Developer
03/2020 – 02/2021   (remote)

- Developed intricate multiplayer functionality for a smart city project on the Unity platform, showcasing advanced technical proficiency.

- Integrated user interface (UI) and various Heads-Up Displays (HUDs) for the VR platform, enhancing user interaction and gaming experience.

- Implemented MLAPI (UNet based networking system) and SteamVR, demonstrating versatility in tool utilization.

- Participated in design & code reviews, providing valuable feedback & suggestions that improved overall game quality & user experience.

- **Tools Used**: C#, Unity, SteamVR, Photon, MLAPI

Freelancer.com ▪ Uzbekistan

Freelance Software Developer

02/2019 – 02/2020   (freelance)

- Designed and expertly developed a variety of web, desktop, and mobile applications using the .NET stack (ASP.NET Core, WPF, and Xamarin.Forms), demonstrating a comprehensive understanding of application development.

- Developed APIs and wrapper libraries in .NET and designed natural language processing applications using Python NLP libraries, showcasing a wide range of technical expertise.

- Improved code predictability and documentation by writing unit tests and developed supporting tools to accelerate the development process.

- **Tools Used**: C#, JavaScript, Python, ASP.NET Core, ReactJS, Xamarin.Forms, Unity 3D, WPF, MS SQL, MongoDB

EC Dev Team ▪ Uzbekistan

Game Developer

07/2016 – 01/2019   (remote)

- Led the development of the RTS game "Hearts of Iron: Economic Crisis" in Clausewitz Engine, showcasing exceptional leadership and team management skills.

- Orchestrated the design and development of game AI logic and programmed hardcore game mechanics, demonstrating deep understanding of game development.

- Developed a variety of software tools for developers and balanced the game's difficulty and technology trees, enhancing gameplay experience and efficiency.

- **Tools Used**: Lua, C#, Python, WPF, MVVM, Azure DevOps

Education

Suffolk University
Boston, MA ▪ USA

09/2021 – 05/2023

- Bachelor of Science
- Major: Computer Science
- Member of the National Society of Leadership and Success
- Graduated with honors.

INTI International College Subang
Subang Jaya ▪ Malaysia

08/2019 – 07/2021

- Bachelor of Science
- 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.