

Sukhrob Ilyosbekov

P: (857) 867-1942

[LinkedIn](#) [GitHub](#) [Website](#)

E: silyosbekov@gmail.com

Full-Stack Developer / Front-End Developer / Back-End Developer / Game Developer

Education:

- **Northeastern University, Portland, ME:** Master of Science in Computer Science **Jan 2023 - May 2026**
- **Suffolk University, Boston, MA:** Bachelor of Science in Computer Science **Sep 2021 - May 2023**
- **INTI International College Subang, Malaysia:** Bachelor of Science in Computer Science **Sep 2019 - Jul 2021**
- **Tashkent University of Information Technologies, Uzbekistan:** Bachelor of Science in Software Engineering **Sep 2017 - Jun 2019**

Technical Skills:

- **Programming Languages:** C#, Java, Python, JavaScript, TypeScript
- **Backend:** ASP.NET Core, Nodejs, Bun, Spring Boot, FastAPI | **Frontend:** Angular, ReactJS, Next.js Blazor, HTML, CSS
- **Databases:** MS SQL, PostgreSQL, MySQL, MongoDB, Redis, Firebase | **Cloud:** AWS, Azure
- **Version Controls:** Git, Github, Azure DevOps | **Project Management Tools:** JIRA, Trello, Asana
- **Frameworks:** .NET, JDK, Colyseus, NestJS, Entity Framework, WPF, SignalR, Socket.IO, MAUI, Xamarin.Forms, Prism, TypeORM
- **Game Engines:** Unity, Godot, PhaserJS | **IDE:** Visual Studio, Rider, IntelliJ IDEA
- **Infrastructure:** Docker, Kubernetes, AWS Serverless | **Message Queue:** RabbitMQ, MassTransit
- **Concepts:** Microservices, Distributed and Multi-Tier Systems, Data Structures and Algorithms, Design Patterns, TDD, OOP, MVVM, SOLID, DRY
- **Soft Skills:** Leadership, Teamwork, Attention to Detail, Versatility, Problem-Solving, Creativity

Work Experience

Freelance Full Stack Developer | Upwork

Jul 2022 – Present

- Collaborated with various clients across diverse industries, including healthcare and gaming, to develop robust software solutions.
- Developed "Chestnut", a large-scale MMO game using a client-server architecture. Focused on enhancing player interactions and real-time synchronization, demonstrating strong leadership and team collaboration. Built a server-side game physics engine and established real-time synchronization for uninterrupted user engagement.
- Designed and developed a healthcare application that scans medical images using AI models to detect diseases. Deployed the app using Azure Kubernetes Service (AKS).
- Developed a Blazor-based form builder and renderer library, allowing users to create forms with drag-and-drop features, generating JSON output. Integrated Radzen components for form customization.
- **Tools Used:** C#, TypeScript, Python, React, Nextjs, Angular, PhaserJS, NestJS, FastAPI, PostgreSQL, Redis, Docker, Kubernetes, Azure

.NET Software Engineer | Virtuworks, Miami, FL

Dec 2022 – Dec 2023

- 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, demonstrating problem-solving and innovation.
- **Tools Used:** C#, ASP.NET Core, ASP.NET Web Forms, Blazor, MS SQL, Docker, Kubernetes, Azure DevOps

.NET Software Engineer | Frost Pixel Studio, Russia

Oct 2021 – May 2022

- Developed web applications and browser-based games using ASP.NET Core, Blazor, Angular, and PhaserJS.
- Enhanced web application performance by 30% using efficient caching strategies.
- Designed and created a knowledge management platform using technologies like Node.js, TypeScript, Dgraph, React, and Mobx.
- **Tools Used:** C#, TypeScript, Python, ASP.NET Core, Angular, Blazor, MAUI, MS SQL, Docker, Azure DevOps, PhaserJS.

.NET Software Engineer | Smart Meal Service, Russia

Sep 2020 – Oct 2021

- Contributed to all phases of SDLC for multiple application development projects, demonstrating collaboration and multitasking.
- Developed a robotic cashier application and a self-service kiosk integrated with POS systems.
- Worked closely with the app development team to determine problems, testing methods, and best practices.
- **Tools Used:** C#, JavaScript, ASP.NET Core, WPF, RabbitMQ, MS SQL, gRPC, Azure DevOps, MVVM, Prism

Game Developer | Pentallight Technology, Malaysia

Mar 2020 – Feb 2021

- Developed multiplayer functionality for a smart city project on the Unity platform.
- Integrated UI and HUDs for VR platform using MLAPI and SteamVR.
- Participated in design & code reviews, providing valuable feedback & suggestions that improved overall game quality & UX through collaboration and communication.
- **Tools Used:** C#, ASP.NET Core, Unity, SteamVR, Photon, MLAPI

Freelance Software Developer | Freelancer.com

Feb 2019 – Feb 2020

- Developed web, desktop, and mobile applications using the .NET stack.
- Developed APIs and natural language processing applications using Python NLP libraries.
- Oversaw troubleshooting of technical issues to solve problems quickly and efficiently using various resources.
- **Tools Used:** C#, JavaScript, Python, ASP.NET Core, ReactJS, Xamarin.Forms, Unity 3D, WPF, MS SQL, MongoDB

Game Developer | EC Dev Team, Uzbekistan

Jul 2016 – Jan 2019

- Led the development of the RTS game "Hearts of Iron: Economic Crisis" in Clausewitz Engine.
- Developed game AI logic, hardcore game mechanics, and software tools for developers.
- Reviewed game system within areas of responsibilities and ensured balancing across the game for player experience and goals.
- **Tools Used:** Lua, C#, Python, WPF, MVVM, Azure DevOps