Sukhrob Ilyosbekov

Age: 23
Nationality: Uzbekistan
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Experience: 5+ years
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Profile

Software Engineer having over 5 years of extensive experience in complete software development life cycle (SDLC) involving requirements gathering, analysis, design, development, testing, packaging, deploying and supporting of desktop, web and mobile applications, as well as experienced game development in the Unity platform.

Software skills include:

- Languages: C#, C++, Python, JavaScript, HTML, CSS, SQL
- Databases: MS SQL, PostgreSQL, MySQL, MongoDB
- Software: Visual Studio, Rider, Visual Studio Code, DataGrip, DotPeek, Unity 3D, Git
- Technology Stack: ASP.NET Core, WPF, Xamarin.Forms, .NET, .NET Core, .NET Framework, Entity Framework, Blazor, ReactJS, Bootstrap, jQuery, SignalR, gRPC, Selenium, Unity, RabbitMQ, Docker

Work experience

Smart Meal Service ▪ Russia

.NET Software Engineer

09/2020 – present   (full-time, remote)

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

Pentalight Technology ▪ Malaysia

Unity C# Developer

03/2020 – 02/2021 (contract, remote)

- Developed the multiplayer functionality for the smart city project in Unity platform.
- Integrated user interface (UI) and various HUD for VR platform.
- Integrated MLAPI (UNet based networking system).
- Integrated SteamVR.

Freelancer.com

Freelance Software 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 for 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 client to provide a customized website for their business.

EC Dev Team ▪ Uzbekistan

Game Developer

07/2016 – 01/2019 (part-time, remote)

- Developed RTS game in Clausewitz Engine which called "Hearts of Iron: Economic Crisis"
- Managed team of enthusiastic developers.
- Designed and developed game artificial intelligence (AI) logics.
- Programmed hardcore game mechanics.
- Scripted world map of the game.
- Developed various software tools for developers.
- Balanced game difficulty and technology trees.

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 in 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

Skills

Programming Languages

C# ■■■■■

C++ ■■■■■

Python ■■■■■

JavaScript ■■■■■

TypeScript ■■■■■

HTML/CSS ■■■■■

SQL ■■■■■

Frameworks & Technologies

.NET ■■■■■

ASP.NET Core ■■■■■

WPF ■■■■■

Xamarin.Forms ■■■■■

ReactJS ■■■■□

Qt ■■■□□

Unity 3D ■■■■■

ML.NET ■■□□□

Entity Framework ■■■■■

xUnit Testing ■■■■□

Bootstrap 4 ■■■■■

Git ■■■■■

Blazor ■■■■■

jQuery ■■■■■