

Mugzar A.

Senior .Net Developer

SUMMARY

- 10+ years of experience in IT
- Upper intermediate English
- Available ASAP

TECHNICAL SKILLS

Main Technical Skills	.NET
Programming Languages	C++, Java
Java Frameworks	Hibernate
.NET Platform	.NET
Data Analysis and Visualization Technologies	Kibana
Databases & Management Systems / ORM	Hibernate, PostgreSQL
Collaboration, Task & Issue Tracking	Atlassian Confluence, Jira, YouTrack
Deployment, CI/CD & Administration	Bamboo
Version Control	BitBucket
Virtualization, Containers and Orchestration	Docker Registry, Rancher
Logging and Monitoring	Filebeat, Logstash
Other Technical Skills	Elasticsearch

EXPERIENCE

.Net Developer, Introduct.Tech, Turnit Ride, Remote

since April 2022

- Central Passenger Service System for Ground Transport across Europe
- Developed endpoints for a variety of APIs in the system infrastructure.
- Tech stack: .NET 6, PostgreSQL, FluentNHibernate for object relational mapping, FluentValidation for validation, Lamar for dependency injection, MediatR for decoupling, Nodatime for datetime and timezone handling.
- Covered with test new and existing endpoints using NUnit, with Shouldly for making assertions easier in tests. Worked with Atlassian tools (Confluence, Youtrack, Jira). Updated and wrote new spec documentation.

.Net Developer, RPS Asia, Almaty, Kazakhstan

January 2021-March 2022

- Updated and optimized electronic payments system. Implemented health check of services.
- Developed new and troubleshooted existing connectors to service providers.
- CI/CD using Bitbucket->Bamboo->Docker Registry->Rancher
- ELK: configured logging to Elastic using Logstash through Filebeat, later optimized logging directly to Elastic. Provided visualization using Kibana.

Senior-lecturer, Astana IT University, Nur-Sultan, Kazakhstan International IT University, Almaty, Kazakhstan

August 2018 — December 2020

- Algorithmic Languages and Programming (C++), Java OOP, CISCO-1, Linux Essentials
- Mentorship of students' projects

IAESTE Program Professional Internship, IAESTE, GCU, Glasgow, Scotland

June 2017 — July 2017

- Research in game development field: human values and behavioral norms in Computer Games
- Development of metrics for computer games' assessment.

Web developer, Chocotravel, Almaty, Kazakhstan

March 2016 — June 2016

- Development of Railway web service's API for travel company.
- Troubleshooting/debugging of main Airline tickets project

Web developer, EasyDay, Almaty, Kazakhstan

September 2013 —December 2014

- Entrepreneurial Initiative



Full-stack developer in startup project

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C# developer, 3DScan, Almaty, Kazakhstan

September 2012 —June 2013

- Research and development of 3D scanner using Kinect sensor.
- OpenNi, OpenCV, MRPT and PCL libraries were used to build 3D models from the depth map.

EDUCATION

University of Southern California, Los Angeles, USA

Viterbi School of Engineering, M.S. in Computer Science

May 2018

International IT University, Almaty, Kazakhstan

Computer Science and Software Engineering, B.S. in Computer Science

July 2013

CERTIFICATES

Scholar of Bolashak, Kazakhstani Presidential Fellowship Program

2014

Software System Development Courses, powered by Carnegie Mellon University, Pittsburgh, USA

2011-2013

International programming competition Hackday

2012

Winner, Gesture translator with Kinect, Cross-continental swimmer

2021

