Yernar Aldabergenov

Serbia

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Experience

Software Engineer
Luxoft
Jan 2022 - Present (1 year 1 month)
Participation in the development of the Automotive Project;
Adaptive AUTOSAR;
Development with C++11/14 and Python.

Back-End Developer
InFin-IT Solution
Jan 2021 - Dec 2021 (1 year)
Development of microservices with Java and Golang;
Customer: Tayyab Bank
Implementation of notification services.

Gameplay Programmer
Singularity Lab
May 2019 - Mar 2020 (11 months)
Developed mobile(IOS, android) games with Unreal Engine 4;
Developed VR(Oculus, Vive) games/projects with Unreal Engine 4;
All the development in C++/Blueprints.

Software Engineer
KazNITU
May 2018 - Jun 2019 (1 year 2 months)
Developed desktop applications with Qt;
All the development in C++ using Qt Widgets.

Education

International Information Technologies University
Master of Engineering - MEng, Engineering
2021 - 2023

International Information Technologies University
Bachelor of Engineering - BE, Computer Science
2017 - 2021

Skills

C++ • Unreal Engine 4 • Object-Oriented Programming (OOP) • Java • Spring Framework • Golang • PostgreSQL • Bazel • AUTOSAR • Python3