Zhanarbek Osmonaliev

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EDUCATION

Stony Brook University — **Stony Brook, NY**
Computer Science/Bachelor of Science, **Cumulative GPA: 3.58/4.00** — *5/2022*
Areas of Interest: Front-End Development, UI Design
Awards: Global Startup Campus Business Idea Camp (1ˢᵗ place out of 16 teams), Dean's List, Recipient of Merit 50 Scholarship

WORK EXPERIENCE

Arvizon — **Incheon, Korea**
UI/UX Design Intern — *7/2019 - 11/2019*
- Re-designed existing mobile application's user interface and created Adobe XD prototypes, which were later approved for production
- Created new product branding for the company's crowdfunding platform page, increasing the amount of funds donated for up to $100,000
- Directed a product photoshoot for digital asset creation used for the company's advertising campaign
- Conducted research on opportunities for growth and designed a user interface for fleet management system application

Business Ombudsman Institute — **Bishkek, Kyrgyzstan**
Web Designer — *12/2019 - 2/2020*
- Collaborated with a team of developers in planning and developing a web platform which is used by businesses to file complaints against actions of state bodies
- Developed a user interface design for a responsive website, along with its color scheme and design system to deliver modern, yet strict-design platform

PROJECT EXPERIENCE

TinyDesk — **Incheon, Korea**
Lead Developer & Designer — *3/2021 - 6/2021*
- Developed an autonomous pipeline which handles automatic application builds, tests and deployment
- Directed a team of developers and maintained the codebase quality
- Designed a user interface and optimized it with results drawn from user testing and feedback.
- Created and presented the project's pitch deck to an audience of 100+ people

F STUDIO — **Remote**
Front-end Developer & UI Designer — *2/2021 - 5/2021*
- Built an e-commerce platform based on Shopify API for emerging designers in New York
- Implemented a page for customers to preview digital fashion items in 3D
- Developed a design system that represents the mission of the platform in aesthetically pleasing user interface

Pandemic Simulation — **Incheon, Korea**
Research Developer — *9/2020 - 12/2021*
- Conducted research on different approaches of representing pandemic simulation and its tendencies
- Implemented graph-based pathfinding algorithm for blobs living in a 3D city that transmit the virus
- Improved the project in relation to HCI principles under a supervision of an ex-Apple employee

SKILLS & INTERESTS

Applications: Adobe Illustrator, Photoshop, Premiere Pro, Lightroom, Figma, Adobe XD, DaVinci Resolve

Skills: ReactJS, GatsbyJS, Webpack, ThreeJS, Git, NodeJS, HTML5, CSS3, Computer Vision

Interests: Jiu-Jitsu, Swift Development