

Employment:



Lead Architect @ Papercup (2020- Present)

- Started Papercup University, Learning Hours, Workshops and helped to organise hackathon to foster a learning culture
- Worked closely with the product manager and the founders on organisation structures, team topologies, product vision and planning
- Mentored team members on various aspects of software engineering and organisational skills and actively worked on improving team morale during the lockdown by encouraging more pair-programming, show and tells
- Ensured cost efficient resources, secure infrastructure by performing cost analysis, security audit and introducing company-wide security policy

Full-Stack Developer @ Papercup 2018 - 2020

- Joined as part of the expanded founding team. As a core member: helped to establish base infrastructure for all the systems; development of internal tooling to translate video; working with customers to understand product positioning;
- Developed an interval framework to simplify productionisation of ML applications to be deployed on container services (ECS, GKE, AKS)
- Set-up systems in place for analytics with Metabase and Google Analytics to establish a baseline for metric driven development
- Improved hiring practice by developing a take-home test and creating an on-boarding process for new joiners

Team Lead (Full-Stack Developer) @ UENI (2018)



- Lead a cross-functional team to deliver new functionality to the web application and deprecate legacy systems.
- Coordinated with product owners on defining requirements and definitions of features
- Introduced systems to enable data-driven development (Apache Zeppelin)
- Conducted interviews across different position to expand the core team of the company
- Mentored junior developers on Python, data systems and on computing science

Full-Stack Developer @ UENI (2017 - 2018)

- Core member of the Web Application project with React, Redux, and Styled-Components
- Integrated the back-end systems with third party systems (Zoho, Namecheap, Cloudinary)

Full-Stack Developer @ Shopological (*formally SalesGossip*) (2016 - 2017)



- Set up an ELK stack, for storing, parsing and analysing logs from all the services.
- Built a recommendation engine based on the users behaviour and proprietary data.
- Implemented new website design and layout with SASS and Bootstrap.
- Built and deployed Personalised Alerts System
- Planned, and implemented a Data Processing pipeline with AWS Kinesis

Technical Skills

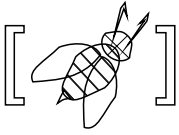
Programming: Python, TypeScript, JavaScript (ES6), Java, Scala, PHP

Databases: MySQL, ElasticSearch, Redis, MongoDB, PostgresDB, DynamoDB, PigLatin

Frameworks/Libraries: React, Apollo, Django, Flask, Redux, Tachyons, GraphQL, Play! Framework, Spring Framework, Gatling, Bootstrap, Styled-Components, Airflow, FluentD

Tools: AWS, GCP, Azure, Docker, Kubernetes, Airflow, helm, CircleCI, Git, Kibana, Retool, Metabase

Projects:



Project Bayes

2015 (Master's Project)



picAPTCHA

2014 (Bachelor's Project)



XDA-Wallpapers

2009-2013 (Personal Project)

Education

2014 - 2015 Imperial College London: MSc Computational Management Science

2011 - 2014 University of Sussex: BSc Computing for Business and Management (1st-class honours)

2009 - 2011 Duff Miller College: A-Levels (ICT, Economics, Business Studies and Mathematics)

Languages



- English



- Russian



- Tajik



- Uzbek

Publications

- Bayesian Optimisation with Dimension Scheduling Algorithm: Application to Biological Systems 26th European Symposium on Computer Aided Process Engineering. Elsevier Science. 17 June 2016. ISBN 978-0-444-63444-3.

Presentations:

- Network on Computational Statistics and Machine Learning (NCSML) (2015)
- 26th European Symposium on Computer Aided Process Engineering (2016)

Organisations

Member of organising committee at ACM Imperial Student Chapter (2014-2015)

- Helped to organise Imperial College Computing Student Workshop 2015 at Imperial College London
- Web master of the ICCSW15 website and designed all the promotional material for the workshop

Awards and Recognitions:

The Intel Code for GOOD Prize @ Hack the Senses Episode 6 Hackathon | Team Belka | June 2016

- Our team build a live 3D generated environment with HTC Vive based from a live feed from EEG data, garnering us a 2nd place at the Hackathon
- Developed band filtering and live streaming of the EEG data over the network via UDP

As manuscript reviewer: PyTorch in Action, Grokking Deep Reinforcement Learning, Privacy by Design, iOS Development with Swift, Voice UI Systems, Cloud Native Patterns

What I do during my free time:

Walk



Cook



Play Squash



Read



I really like to Walk



Climb



Walking, Climbing by auttapol, Squash by I Like Bears from the Noun Project

For more details and examples please visit doniyor.com or view my LinkedIn Profile