

SULEYMAN ISMAYILOV

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EDUCATION

Katholieke Universiteit Leuven - 3rd year

BSc. Engineering Technology
Major: Electronics & ICT Engineering

Leuven, Belgium
September 2020 - 2023

EXPERIENCE

Aether Space

Student game designer

- Created a game (frontend & backend) with Unity 2D for the booth at events.
- Developed 2D characters and art assets.
- Designed a SQL database to store players data.

Leuven, Belgium
October 2022-

TP Engineering

Backend/Database Junior developer

- Designed and developed SQL/T-SQL scripts in SAP B1 database
- Validated accuracy of the data to ensure data integrity..
- Generated reports and spreadsheets detailing changes in the database , as well as designed and exported some quarterly finance reports.

Baku, Azerbaijan
July 2022 – September 2022

Brainnest

Trainee

- During training , I learned about implementation of responsive websites, mobile applications, and landing pages from concept through deployment.

Leuven, Belgium
May 2022

Personal Projects

Wordle Clone game

Java , XML , SQL , Android Studio

- Developed a full stack game in the Android Studio (both backend and frontend)
- Designed a SQL database and used REST API to easily manage it in the backend game code

Calculator and Rock-Paper-Scissors game

HTML , CSS , JavaScript

Snake game

OOP Python

TECHNICAL SKILLS

- **Languages :** Python(OOP) , Java , HTML/CSS , JavaScript , C/C++ , PHP , SQL/T-SQL , Assembly
- **Developer Tools :** Git , Github , Visual Studio Code , Linux(Terminal) , PyCharm , IntelliJ
- **Libraires:** Pandas , Numpy , Matliib
- **Other:** Matlab , NI Multisim , Xilinx Vivado (FPGA) , CAD (Solid Edge)