**Mahriban Yalkapova**

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**EDUCATION**

**University of Washington Anticipated Graduation: June 2025**

*Bachelor of Science in Computer Science and Systems with a minor in Mathematics**Tacoma, WA*

**Highline College Graduated August 2023**

*Associate of Science in Computer Science*  *Des Moines, WA*

**EXPERIENCE**

**Software Engineering Intern** April 2024 - Current

ATVAGA LLC, Development team, Remote

* Improved the front-end interface by correcting grammar and refining the wording to enhance user experience.
* Developed and executed unit tests for backend services using the Mocha framework with Chai for Node.js.

**Computer Science Club President** October 2022 – June 2023

Highline College, Des Moines, WA

* Inspired and motivated 100+ club members to actively participate in club activities.
* Successfully planned and executed weekly 2-hour meetings, developing presentation materials on topics like Python, GitHub, and coding fundamentals.
* Organized a hackathon, collaborating with a team to design 15 coding prompts of varying difficulty levels, ensuring an engaging and dynamic experience for participants.

**Mathematics and Computer Science Tutor** April 2022 – August 2023

Highline College, Des Moines, WA

* Provided one-on-one tutoring sessions to students in mathematics and computer science courses.
* Explained complex mathematical and computer science concepts in a clear and understandable manner.
* Adapted tutoring strategies to accommodate different learning styles and levels of proficiency.

**PROJECTS**

**Microsoft Quantum Research Challenge at QRISE 2024** April2024

* Implemented the Deutsch-Jozsa algorithm using Q# for resource estimation.
* Developed multiple oracle functions to demonstrate the algorithm’s application in determining whether a Boolean function is constant or balanced.
* Conducted simulations using Microsoft’s Quantum Development Kit and obtained resource estimates via the Azure Quantum Resource Estimator.

**Game of Craps using Java Swing** December 2023

* Designed and implemented the "Game of Craps" project using Java Swing.
* Developed a user-friendly interface with graphical components, including buttons, labels, and dice images, to simulate the rolling of dice in the game.
* Coded the underlying game logic for the Craps game, including the rules, dice rolling, and win/loss conditions.

**Budget Allocation Application** September 2023

* Developed a web-based Budget Allocation application using React.js to streamline financial planning and resource allocation processes.
* Designed and implemented an intuitive and user-friendly interface for the Budget Allocation Application, enhancing user experience and accessibility.
* Implemented dynamic content rendering features, allowing users to view and interact with budget information in real-time.

**SKILLS**

**Languages:** Python, Java, HTML/CSS, Q#

**Developer Tools:** IntelliJ IDEA, Terminal, VS Code, Microsoft Office

**Technologies/Frameworks:** Linux, GitHub, Junit, Cloud Computing