

Abror Asralov

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PROFESSIONAL SUMMARY

Backend and full-stack software engineer with a B.S. in Computer Science and a Minor in Artificial Intelligence from the University of Arizona (3.71 GPA). Hands-on experience building RESTful APIs, microservices, and data-driven web applications using Java, Spring Boot, JavaScript, and React. Proven ability to deliver in Agile team environments, with a track record of strong test coverage, system reliability, and clean architecture across both professional and independent projects.

EDUCATION

University of Arizona

Bachelor of Science in Computer Science; Minor in Artificial Intelligence. Magna Cum Laude.
GPA: 3.71/4.00.

Tucson, Arizona

May 2026

EXPERIENCE

Software Engineering Participant

March 2026 – April 2026

JPMorganChase (via Forage Software Engineering Simulation)

Remote

- Integrated Apache Kafka with Spring Boot microservices to consume high-volume transaction messages, using Spring Data JPA and an H2 SQL database for data persistence and balance automation.
- Built RESTful API integrations via RestTemplate to process JSON rewards data for real-time, error-resistant balance queries.
- Achieved 100% test coverage across message ingestion and transactional workflows using Maven test suites and root-cause analysis.

Student Software Developer

September 2023 – September 2024

Center for Digital Humanities, University of Arizona

Tucson, Arizona

- Developed features for the Discovering Community in the Borderlands research platform in an Agile environment, meeting WCAG accessibility standards to support over 100 academic researchers.
- Designed interactive forms and dashboards, improving data submission workflows and visualization efficiency by 30%.
- Refactored legacy backend code to optimize data retrieval and API response times, ensuring high-performance synchronization between the database and frontend.

PROJECTS

Algo Playground https://asralov.github.io/algo_playground/

January 2025 – Present

- Built an interactive web application to visualize complex data structures and algorithms with dynamic, real-time rendering using JavaScript, HTML/CSS, and Webpack.
- Engineered a Machine Learning module with a live linear regression visualizer, enabling users to input custom parameters, train models, and observe the line-fitting process dynamically.

GameBros Development Portfolio <https://asralov.itch.io/>

August 2023 – May 2026

- Co-founded an independent game development team, designing and programming cross-platform games in C# and Unity with Blender and Photoshop for 2D/3D asset pipelines.
- Led engineering efforts across rapid-cycle game jams, securing 1st place for Bud to Bloom and 2nd place for Hasty Judgment through strong collaboration and deadline management.

Checkers Game <https://github.com/asralov/CS335-Final-Project>

November 2024 – December 2024

- Built a full Checkers game in Java using Swing and the MVC pattern, delivering a clean architecture with an AI evaluating multiple move paths for optimal strategy.
- Served as Scrum Master for a four-person team, managing 200+ Git commits and maintaining 90%+ JUnit5 coverage.

Trie Data Structure Simulator <https://github.com/asralov/CSC-345-Group-Project>

April 2024 – May 2024

- Implemented an efficient Trie supporting 10,000+ strings with O(n) search, insertion, and deletion, achieving sub-100ms response times across 5,000 concurrent queries.
- Wrote 30+ JUnit5 tests with a four-person team to ensure 95%+ code coverage and robust prefix-matching execution.

SKILLS

Programming Languages: Java, Python, JavaScript/TypeScript, SQL, C, C#, OCaml, Matlab, Assembly

Frameworks & Technologies: Spring Boot, Node.js, React, Express, Next.js, PostgreSQL, Hibernate/JPA, Kafka, JUnit5

Tools & Platforms: Git, Docker, Maven, AWS, MongoDB, DigitalOcean, Postman, Unity

Data & ML Libraries: pandas, NumPy, Matplotlib

Other: REST API Design, Microservices Architecture, Test-Driven Development (TDD), Agile/Scrum