Abror Asralov

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Education

University of Arizona — Tucson, Arizona
Bachelor of Science in Computer Science; Minor in Artificial Intelligence — *August 2022 – May 2026*

- **GPA: 3.71/4.00** — Magna Cum Laude

Technical Skills

Languages: Python, Java, C, JavaScript, C#, SQL
Web & Frameworks: React, Node.js, Express, REST APIs, MongoDB
Tools & Cloud: Git, GitHub, Docker, AWS (S3, Lambda, EC2), Unity, JUnit 5
Data & Analytics: pandas, NumPy, Matplotlib
Practices: Unit Testing, Integration Testing, Agile/Scrum, Test-Driven Development

Professional Experience

Center for Digital Humanities - University of Arizona — Tucson, Arizona
Student Software Developer — *September 2023 – September 2024*

- Engineered key web platform features in an Agile environment for the Discovering Community in the Borderlands research project, adhering to WCAG accessibility standards to serve 100+ academic researchers.
- Designed dynamic forms and customized interactive data dashboards, streamlining data entry processes and increasing visualization workflow efficiency by 30%.
- Refactored legacy backend code and optimized database querying logic, reducing API response times and improving client-server data synchronization.

Arizona Public Media - University of Arizona — Tucson, Arizona
Student Production Crew Member — *January 2023 – September 2023*

- Managed audio, lighting, and camera equipment for 20+ episodes of Hollywood at Home, ensuring technical quality across all live-action broadcasts.
- Collaborated with cross-functional broadcast teams during remote field production, reducing setup times by 15% through standardized workflow scheduling.

Projects

Storm – HTTP Load Testing Tool | *Go, React, JavaScript, SQLite* — *October 2026*

- Developed a local-first HTTP load-testing application with a concurrent Go worker pool, rate-controlled scheduling, cancellation, and real-time throughput and latency metrics.
- Built a React dashboard with P50/P95/P99 latency charts, stepped-load testing, and configurable breakpoint assessments to identify observed performance limits.
- Added SQLite-backed test history and run comparisons; shipped a standalone Windows beta with an embedded dashboard and automated regression tests.

Algo Playground | *JavaScript, HTML/CSS, Webpack* — *January 2025 – Present*

- Built an interactive algorithms playground with step-by-step visualizations, live state rendering, and user-adjustable inputs for hands-on learning.
- Implemented pathfinding visualizations for BFS, DFS, and A* with configurable maze generation, start/goal selection, and animated exploration.
- Developed interactive data-structure and machine-learning demos, including Trie autocomplete and linear regression visualization.

GameBros Development Portfolio | *C#, Unity, Blender, Git* — *August 2023 – May 2026*

- Co-founded an independent game development team, building 2D/3D games with reusable C# gameplay systems and Unity asset workflows.
- Coordinated rapid prototyping, gameplay implementation, and testing across multidisciplinary teams during time-constrained game jams.
- Earned 1st place for *Bud to Bloom* and 2nd place for *Hasty Judgment* in game jam competitions.