Vusal Imranli

Software Engineering Student | Full-Stack & Native Developer

Prague, Czech Republic | +420 774 185 473 | imranli@vusal.me | vusal.me | github.com/vusalif | linkedin.com/in/vusalmran

Profile

Software Engineering student at CTU Prague with hands-on experience in full-stack development and launching real-world products, including a SaaS platform with 100+ paying users. Experience across full-stack web, iOS, and game development.

Education & Certifications

Czech Technical University in Prague (CTU) — Prague, Czech Republic
Bachelor's in Informatics, Faculty of Information Technology — *Sep 2025 – Present*

Secondary School No. 28 named after Polad Hashimov — Sumgait, Azerbaijan
Secondary Education — *Completed 2025*

EuroTeQ – Creativity and Innovation — *Completed*
IELTS Academic (Feb 2025): Overall 7.5 (CEFR C1) | Listening 8.5 | Reading 7.5 | Writing 6.5 | Speaking 7.0
SCIO National Comparative Exams (May 2025): Mathematics (English) – 96th percentile
Languages: Azerbaijani (Native), Turkish (Native), English (C1 – IELTS 7.5)

Experience

Futonic | *Web Developer* — futonic.co
- Developed and launched the website for an Azerbaijan-based football creative agency, showcasing player branding work, portfolio galleries, and client inquiries.

Projects

Stuon | *Founder & Developer* — Sep 2025 – Present
- Built and launched a full-stack study productivity SaaS using React, TypeScript, Cloudflare Workers, and Firebase, reaching **100+ paying users**.
- Implemented focus timers, study analytics, flashcards, and a companion Chrome extension; handled subscriptions, deployment, and user feedback.

Wordie | *Software Developer* — Apr 2026 – Present
- Built a vocabulary-learning Chrome extension with contextual highlighting, vocabulary tracking, and active recall.
- **Selected by Google for a "Featured" designation on the Chrome Web Store.**

Focus Ticker | *iOS Developer, Swift* — Feb 2026
- Developed an iOS focus app with timed study sessions, session logging, and visual progress tracking.
- Designed gamified focus workflows with startup-valuation progression and app-blocking during focus sessions.

HUSH | *Unity Game Developer* — Aug 2026
- Published a first-person horror game built with Unity and C#, featuring interactive environments, enemy AI, and multiple endings.

Achievements

- **GDG Baku SaaS Hackathon (2026):** Selected as a finalist for developing and presenting a subscription tracking application.
- **Cursor x SpaceXAI Hackathon (2026):** Selected as a finalist for building a macOS web analytics application.
- **Claude for Startups (2026):** Selected for the startup program, receiving $1,000 in API credits and a one-year Team subscription.

Technical Skills

Languages: JavaScript, TypeScript, C, C#, Java, Swift, Python, Bash, SQL
Frontend: React, Vite, HTML, CSS
Backend: Node.js, Express.js, REST APIs, WebSockets
Cloud & Databases: Cloudflare Workers, D1, Firebase, Firestore
Tools & Platforms: Git, GitHub, GitLab CI/CD, Linux, Maven
Native & Game: SwiftUI, Xcode, Unity, AppKit