

AGVAN GRIGORYAN

SOFTWARE ENGINEER

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Yerevan, Armenia

[Github](#)

[LinkedIn](#)

PROFILE

Motivated and detail-oriented software developer with a strong foundation in system-level programming, algorithms, and object-oriented design. Proficient in C, C++, and Python, with hands-on experience in building scalable software, solving concurrency challenges, and creating interactive applications. Enthusiastic about learning new technologies and contributing to impactful projects through innovative problem-solving and collaboration.

PROJECTS

Minishell

Language: C

- Developed a simplified Unix shell replicating essential bash functionalities, including command execution, piping, and signal handling.

Philosophers

Language: C

- Implemented the classic "Dining Philosophers" concurrency problem to explore multithreading and mutexes, ensuring proper synchronization and deadlock avoidance.

CPP-Modules

Language: C++

- Engaged in a series of projects to master Object-Oriented Programming in C++, implementing various design patterns and deepening comprehension of C++ concepts.

Todo Server

Language: Python

- Developed a task scheduler web application using Django 4.2, enabling users to organize notes and manage tasks, consolidating knowledge in Python and web development frameworks.

EDUCATION

2019 - 2023

YEREVAN STATE COLLEGE OF INFORMATICS

Software technician

2024 - Present

42YEREVAN

Bachelor's-Level Studies in
Software Engineering

SOFT SKILLS

- Project Management
- Teamwork
- Time Management
- Effective Communication
- Critical Thinking

TECH SKILLS

- C
- C++
- Python
- Bash
- Unix based systems
- OOP
- STL

LANGUAGES

- Armenian (Native)
- Russian (Advanced)
- English (Upper-Intermediate)