ALEC NARKIZIAN

SOFTWARE ENGINEER

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PROFILE SUMMARY

Motivated, results-oriented Computer Science graduate from the University of California, Santa Cruz with 1 year of start-up experience in software development. Specializing in designing custom software solutions with a strong background in creating innovative software features to enhance client business operations. Seeking to use proven skills in Web, Python, and project development to meet business needs.

EDUCATION

Bachelor's in Computer Science *University of California-Santa Cruz* Sep. 2019 -Jun. 2022

Relevant Coursework: Data Structures and Algorithms, Computer Architecture, Artificial Intelligence, Web Applications, and iOS Programming

WORK EXPERIENCE

Software Engineering Intern Jun. 2020 - Jul. 2021

Sage Digital Inc.

Key Achievements

- Performed **QA** testing in **Python**, identified product defects and delivered technical solutions for bugs
- Personally developed **HTML** and **CSS** user-facing email campaigns ie. system emails and external invites
- Developed personalized recommendation algorithm, by combining user location and interests using Python

LANGUAGES / SKILLS

Languages: Python, Java, C/C++, HTML/CSS, Swift, and Assembly

Skills: Debugging, Critical Thinking, Teamwork, Time Management, Web Development, Application Development, Object-Oriented Design, Software Development Lifecycles, Problem-solving, GitHub, Windows, Mac, Linux

PROJECTS

Search in Pac-Man

- Built general search algorithms in **Python** for a simulated Pac-Man to find paths through their maze world to collect food efficiently and reach a particular location. Algorithms include DFS, BFS, UCS, and A*

Personal Webpage

- Designed and implemented a custom webpage using **HTML** and **CSS**, https://alecnarkizian.github.io/

Matrix calculator

- Created a calculator in **C**, capable of performing fast matrix operations i.e. addition, subtraction, multiplication, and division that exploits the (expected) sparseness of its matrix operand

Assembly Graphics

- Implemented functions in **MIPS Assembly** that perform primitive graphics operations on a simulated display i.e. changing the background color, and drawing horizontal and vertical lines