Armand Sarkezians

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Skills

Languages	Java, C/C++, Python, HTML5/CSS, JavaScript, Node.js, TypeScript, Bash	**Tools**	Git, Github, Docker, Azure, Google Cloud Services, Maven, Postman, Unity, Figma, JUnit
Databases	MongoDB, MySQL, PostgreSQL, Neo4j	**Platforms**	Linux (Ubuntu, CentOS), Windows, MacOS
Ideologies	RESTful API's, SOLID Principles, Agile Workflow, CI/CD, OOP, CRUD, UI/UX Design, Data Structures and Algorithms, Multi-Threaded Programming, System Software Development, Computational Complexity		

Education

Hon. BSc. Computer Science, *University of Toronto Scarborough*   Sept 2019 - Apr 2023
- Specializing in Computer Science, focus on Software Engineering, awarded Dean's List in 2019/2020

Work Experience

Security Associate Engineer Co-op, *TD Bank*   Jan 2021 - Aug 2021

Python, Microsoft Power Platform, Cortex xSoar, Postman, IBM Guardium, Jira, Confluence, Azure
- Worked in a small, close-knit team focused on automating manual tasks throughout the TD Security department
- Created and maintained a script using the Microsoft Power Platform to alert staff and senior members of the TD Board (CEO, Senior Security Engineers) of a potential breach, cutting the overall response time drastically
- Developed and deployed an automated Python script using Cortex xSoar to repeatedly SSH into hundreds of development and production IBM Guardium servers and clear off excess data in a secure way, saving dozens of man hours monthly
- Worked with various other teams to create thorough, in-depth documentation about several projects using Confluence

Sales Associate, *Staples Canada*   July 2019 - Aug 2021
- Worked in a leadership position when dealing with a third party company to enforce proper safety protocols during the COVID-19 pandemic and ensured accuracy of product quantities throughout the store

Projects

Bonfire
- Created a Kanban app using Vue and NestJS, where users can create classrooms, spaces, assignments, etc.
- Designed DB Schema using Prisma, deploy on Azure
- Worked with a group of developers in Agile format over Discord, maintained velocity using CI/CD

Cube Run
- Created a 3D Unity cube game, learned to create and manipulate scenes, familiarity with microgames
- Added components, physics, and custom lighting

Microservices
- Created an ridesharing application that allows users to create a profile, enter a location, book a trip, etc.
- Stored map data, user locations in MongoDB and calculated shortest routes using Djikstra's algorithm
- Used Postman to send requests to an RESTful API gateway hosted on a proxy server run in Docker
- Applied CI/CD practices, Github Actions for tests

PintOS
- Currently working towards implementing threads/interrupts, user programs, virtual memory, and file systems in a custom operating system in C
- Leading a team of three developers using Github for version control, scrum meetings in Discord

SciKit Learn
- Currently working towards contributing to the open-source platform SciKit, implementing new features and bug fixes using Python libraries

Games/Other
- Created multiple games (Hole in the Wall, Zombie Survival, Legend of the Last Airbender on Github) in Java using graphical libraries (AWT and Swing)
- Developed multiple Python bots; web scrapers, Discord bots, alert bots, stock checkers, etc
- Created a shell program implementing basic commands (mkdir, ls, cd, etc) using Java, Maven