ARTYOM SUKIASYAN
JS SOFTWARE ENGINEER

+374 98 33 90 25   artyom.sukiasyan1401@gmail.com   [Linkedin](#)   [Telegram](#)   [Github](#)   [Portfolio](#)

SUMMARY

Experienced JavaScript Software Engineer with 4+ years in backend development using Node.js. Built a cloud platform for US virtual phone numbers, migrated 3M+ records for better DB performance, and improved search with Elasticsearch indexing. Developed Excel data processing to cut data entry time and extended Strapi CMS with external custom plugins. Practiced in TDD and mentoring. Also a professional chess player (17+ years) and trainer (3+ years).

PROFESSIONAL EXPERIENCE

JS engineer (remote) - Devs Software Design, UAE   May 2023 - Present

- Rebuilt the Arabian Gulf Digital Archives website enhancing performance and scalability.
- Migrated 3M+ records, including high-resolution images and files, with zero data loss.
- Integrated UAE PASS authentication system for all UAE residents.
- Extended Strapi CMS by integrating custom backend services (e.g., custom plugins, AI summaries for long archives, custom analytics, image editing tool).
- Implemented Excel data processing pipeline with file upload, validation, parsing, and normalization, cutting manual entry time by 90%.
- Indexed structured data with Elasticsearch; search performance improved from 3s to 250ms average response time.

JS engineer (remote, freelance) - PBL consultancy, USA   Sep 2023 - Aug 2024

- Integrated a cloud communication platform to enable real-time OTP verification on the website.
- Implemented Stripe payment integration supporting recurring and one-time payments.
- Led and mentored a team of 3 junior developers, improving team productivity through regular code reviews, pair programming, and knowledge-sharing sessions.
- Adopted Test-Driven Development (TDD) across critical services, increasing test coverage to 87%, ensuring long-term maintainability and confidence in releases.

JS engineer (remote) - The SDC, Armenia   Oct 2021 - May 2023

- Developed a company management system with two-way synchronization between a SQL database and multiple Google Sheets, reducing manual reconciliation time by 90%.
- Built a desktop application using Tauri to recursively scan large directories (1k+ files) and generate structured .xlsx reports, cutting report generation time by 95% and eliminating formatting errors.
- Optimized and modernized the company website, improving Lighthouse performance score from 78 to 96, increasing user engagement, SEO ranking, and simplifying candidate approvals.
- Implemented an admin panel for a global biometric authentication platform, enabling real-time system management and reducing admin task time by 60%.

TEACHING EXPERIENCE

Chess trainer - Ararat region chess federation, Armenia   Sep 2017 - Apr 2021

- Trained children aged 5 to 14, prepared for professional chess tournaments; 5 became professional chess players, 2 of them compete in the final round of the Youth Championship of Armenia.
- Participated in the organization of 6 regional tournaments, was an arbiter in 3 of them.

EDUCATION

Armenian State University of Economics, masters degree, IT in business, 2022

Armenian State University of Economics, bachelors degree, International Economic Relations, 2020

Armenian Code Academy, JavaScript BootCamp. A 4-month full-time intensive course, 2021

OPEN SOURCE PROJECTS

Ararat Region Chess Federation open source Website   [Website]   [Source code]

- Led the full development lifecycle — from planning and architecture to deployment — ensuring a scalable, maintainable platform in 3 languages.
- Integrated a headless CMS (Strapi) to enable non-technical administrators to manage content independently, reducing dependency on developers and streamlining updates.
- Built a custom news generator, reducing article creation time from ~40 minutes to under 5 minutes, standardizing formatting, and improving publishing efficiency.
- Automated live updates for rating tables and ongoing tournaments, ensuring real-time visibility of federation players' performances and eliminating manual data entry.

Chess Arbiter educational open source platform   [Website]   [Mobile app]   [Source code]

- Developed and maintain the multilingual Chess Arbiter system (website + mobile app), a comprehensive platform offering detailed documentation on chess rules, tournament systems, tie-break indicators, and the ELO rating system. Used by players, coaches, and arbiters.

Chess Engine   [Engine]   [Source code]

- Built a simple chess engine capable of evaluating positions and making legal moves based on evaluation algorithms; estimated playing strength ~1300–1400 ELO, suitable for casual practice and educational use.

LANGUAGES

English, Russian, Armenian

SKILLS

JavaScript, TypeScript, HTML, CSS, SCSS, Node.js, NestJS, Express, Koa, Strapi CMS, MySQL, PostgreSQL, MongoDB, Redis, Elasticsearch, Firebase, TypeORM, Mongoose, REST API, GraphQL, WebSocket, IIPImage, Heroku, RabbitMQ, Hatchet, Docker, Nginx, Stripe, Bank Integrations/APIs, Swagger, Jest, E2E Testing, React, Next.js, Git, Vue.js, React Native, Expo, Angular, Python, Flask, Tauri, K6.