

Tigran Avagyan

Junior C++ Developer | YSU Student

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SUMMARY

Motivated 2nd-year Computer Science student at Yerevan State University with a strong foundation in C++ and Object-Oriented Programming (OOP). Passionate about systems programming and game logic development. Quick learner, ready to contribute to real-world projects as a C++ Intern.

EDUCATION

Yerevan State University (YSU) | 2024 – Present

B.S. in Informatics and Applied Mathematics (2nd Year Student)

TECHNICAL SKILLS

- Languages: C++ (11/14/17), STL
- Software Design: OOP, Class Composition, Inheritance
- Concepts: Memory Management (Stack/Heap, Pointers), 2D Arrays, Algorithms
- Tools: Git, GitHub, Visual Studio

PROJECTS

Student Management System (C++)

- Implemented a system using classes (Student, Course, Enrollment)
- Used const-correctness and pass-by-reference to optimize memory
- Developed GPA calculation logic using custom algorithms

Tic-Tac-Toe Game (C++)

- Developed a console-based game using 2D arrays
- Implemented legal move validation and win-detection algorithms

LANGUAGES

- Armenian (Native)
- English (B1 – Intermediate)