

Andrew Sarkisian

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Address: 1455 Kettner Blvd – San Diego, CA 92101

Education

Indiana University, Bloomington, IN

- Master of Science in Computer Science; GPA 3.74/4.00

May 2016

- Bachelor of Science in Computer Science; GPA 3.8/4.00

May 2015

Employment

BAE Systems, San Diego, CA; *Senior Software Engineer*

June 2016 – Present

- Independently designed game-engine-like re-useable API on top of JavaScript 3D map visualization library Cesium.
 - Re-used and shared between multiple programs, generic enough to be shared between Navy and Army customers, saving program budget that would normally have been spent creating similar features.
 - Created test-driven development workflow which made on-boarding both junior engineers as well as newly added engineers easier because they were able to be guided through the existing codebase by tests. As a result, new hires were able to create new features within a month of being hired.
 - Independently designed architecture of embedded C++ backend responsible for integration with embedded Centos 6 environments. While also maintaining its compatibility with Windows by decoupling with the operating system. Supporting needs of both operating systems provided a large number of benefits. Such as, the ability to create bi-weekly customer demonstrations, deploying windows deliveries for customers unfamiliar with Linux, deployment for internal demonstrations, and customer demonstrations, and making deploying to third-party integrators on a bi-weekly schedule to rapidly acquire feedback on our user interface from numerous sources.
- Responsible for mentoring junior engineers on program through a number of means, such as providing feedback on pull requests and helping with tasks by participating in pair programming with junior engineers.
- Responsible for software development sprint plans while also linking sprint “stories” to program-level requirements.
- Responsible for creating customer demonstration videos every two weeks by creating of demonstration videos with talk-track while also implementing the necessary features and providing the customer mock-ups of new features we plan to implement.

Maude Group LLC, Chicago, IL; *Software Engineer*

September 2015 – May 2016

- Worked as an independent contract to remotely create software part-time using agile development cycle.
- Developed the client’s desired software using Unity 3D.

Technical Abilities

Languages:

- Expert: Java, C#, C++, JavaScript
- Proficient: C
- Familiar: Python, HTML/CSS, MySQL, NoSQL

Software Development Tools: GitHub, Bitbucket, Jira, Bamboo, Unity 3D, Visual Studio, Visual Studio CODE

Packages/Programs: CMake, JUnit, Hibernate, C++ Mongoose, RTI DDS, ZeroMQ, RabbitMQ, Java Swing, XML, Maven, ANT, JSON, H2 Databases

Web Development Packages/Programs: React, Redux, Spring MVC Framework, TomCat, Jetty

Recent (2020) Reading: Clean Code (Robert Martin), Peopleware, Succeeding with Agile

Misc. Experience: 10+ years of 2D/3D animation experience, 5 years of 3D modeling experience in Blender

Programming Knowledge: Extensive knowledge of design patterns and object-oriented programming.

Independent Software Projects

Fall 2017 - Current

Unity 3D Game Development

- Developing the full stack of a 3D local-multiplayer game.
- A demo video of it is available on my portfolio website: <http://asarkisian.com/projects.html>
- Remotely delegating tasks and managing sprints using agile methodology.
- Creating test-driven development workflows which other developers can use to add new features.
- Mentoring non-software engineer on various software development techniques and design patterns.