Andrew Sarkisian

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Employment

BAE Systems, San Diego, CA; *Software Engineer Sr.*   **June 2016 – Present**

CBC2 – Deputy Software Engineering Lead   *Q4 2022 – Present*
  • Responsible for creating sprint plans, helping engineers with tasking, following up with engineers to ensure any technical debt being created will be addressed in future sprints, leading scrum as needed.
  • Performing software development tasks for complex legacy C++ algorithms.

A-Team – Software Engineering Lead   *2019 – 2022*
  • 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.
  • 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.

Optionally Manned Fighting Vehicle IRaD – Software Engineering Lead   *2021 – 2022*
  • Created and delivered ~20 releases in 6 months for integration team while soliciting feedback to quickly iterate.
  • Coordinated with remote development teams to ensure that our product was meeting their needs on site.
  • Program received Chairman's award from our successful integration with remote teams in CA, TX, and MA states.

FORMIDABLE IRaD – Software Engineering Lead   *Q4 2022*
  • Responsible for taking complex, legacy codebases and integrating them into CI/CD pipelines.
  • Responsible for mentoring large number of junior engineers and creating development plans for the team.

Technical Abilities

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

Software Development Tools:
  • Expert: Unity3D
  • Proficient: GitLab, GitHub, BitBucket, Jira, Visual Studio, Visual Studio CODE, CMake, Junit, RTI DDS, React, Redux
  • Novice: Bamboo

Recent Reading: Peopleware, Patterns of Enterprise Application Architecture
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 software architecture knowledge by maintaining a codebase for years. (500+ commits in 2022)
  • A demo video of it is available on my portfolio website: http://asarkisian.com/projects.html
  • Mentoring non-software engineer on various software development techniques and design patterns.

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**