Andrew Sarkisian

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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; *Software Engineer II*   **June 2016 – Present**
  • Individually optimized React/Redux front-end map's display, increasing its framerate on integrated graphics cards by
    ~30 frames per second on average, while also creating a richer Map API including mouseover events, click events,
    and a parenting framework for map entities.
  • Progressing embedded 3D pathfinder by adding new capabilities both individually and by delegating tasks to
    team's junior engineer to integrate and create new features to support customer's needs for flight readiness.
  • Primary point of contact for customer by supporting the pathfinder on Linux Redhat 6 and Windows.
    Also, individually responsible for customer-facing interface development and feature support of over forty
    deliveries of the 3D pathfinder made throughout 2018.
  • Individually allocated tasking to third party contractor to complete voice recognition library (Java) and integrated it
    into our React/Redux user interface.
  • Created architecture and developed within the full stack (model, view, controller, and messaging protocol) of a
    messaging standard translator and data repository.

Maude Group LLC, Chicago, IL; *Software Engineer*   **September 2015 – May 2016**
  • Remotely designed software part-time using scrum development cycle.
  • Developed the client's desired software using Unity 3D.

Technical Abilities

Languages:
  • Expert: Java, C#, C++
  • Proficient: C, JavaScript
  • Familiar: Python, HTML/CSS, MySQL
Software Development Tools: GitHub, Bitbucket, Tortoise SVN, Jira, Bamboo, Unity 3D
Packages/Programs: JUnit, Hibernate, H2 Databases, RTI DDS, ZeroMQ, RabbitMQ, Java Swing, JSON, XML, Maven, ANT
Web Development Packages/Programs: React, Redux, Spring MVC Framework, TomCat, Jetty
Platforms: Windows, Unix, Linux
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.

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.
  • Mentoring non-software engineer on various software development techniques and design patterns.
  • Integrated a variation of Valve's AI system from Left 4 Dead to create the artificial intelligence of the bots.

Bank of Insecurities   **Spring 2016**
  • Worked with a group and client implementing the agile development methodology to develop a banking web
    application using the Spring MVC Framework.
  • Created a new employee training program for Cigital to evaluate trainees on their ability to locate the vulnerabilities
    and business logic flaws that we intentionally inserted into the banking application.