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**
- 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 customer integration, customer-facing interface development, and feature support of over thirty deliveries of the 3D pathfinder made throughout 2018.
- Successfully integrated third party voice recognition library 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#
- Proficient: C, C++
- Familiar: Python, JavaScript, HTML/CSS, MySQL

Software Development Tools: GitHub, Bitbucket, Tortoise SVN, Jira, Bamboo
Packages/Programs: JUnit, Hibernate, H2 Databases, RTI DDS, ZeroMQ, Java Swing, JSON, XML, Maven, ANT, Unity 3D
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

Software Projects

Unity 3D Game Development   **Fall 2017 - Current**
- Developing the full stack of a 3D local multiplayer game.
- Remotely delegating tasks and managing sprints using agile methodology.
- Mentoring non-software engineer on various software development techniques and design patterns.

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.

Handwritten Number Reading Software   **Fall 2015 – May 2016**
- Implemented several classifiers, computer vision feature extraction techniques, and ensemble methods to work on a handwriting reading problem.
- Established architecture to enable the software's rapid growth using design patterns.
- Created a GUI and headless view to allow the user to select a classifier and see its performance on any dataset.
- Implemented Naïve Bayes Classifier, Decision Forrest & Tree, and Neural Network with Back-Propagation.

NeuroEvolution of Augmenting Topologies (NEAT) Software Project   **Fall 2015**
- Led group of classmates to enhance an inherited code base that simulated neural networks to implement NEAT.
- Improved architecture of existing code base by removing several software design pitfalls.
- Worked to integrate ANJI software package with existing code base to allow NEAT to work.