Grigor Grantovich Sargsyan

Email: gg.sargsyan.engineer@gmail.com **LinkedIn**: linkedin.com/in/grigor-sargsyan-engineer **Website**: ggsargsyan.github.io

Technical Skills Javascript, React, Java, Python, C#, C++, LLM, Git, Automation, AWS, Splunk
Interests World History, Human Geography, Podcasts, Jiu Jitsu, Audiobooks, Backpacking

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EDUCATION:

University of California San Diego
BS: Mathematics – Computer Science
09/2015 - 06/2017

Lewis University
MS: Data Science 08/2019 – 09/2021

WORK EXPERIENCE:

CurbWaste 09/2023 – Present
Software Engineer

- Employee #16, pre-Series A funding round.
- Leading refactor effort for client side code into TypeScript.
- Teamed up with Head of Product to tackle customer experience issues to eliminate churn.

LeetCode 03/2023 – 05/2023
Content Engineer

After winning an open submission contest, I was contracted by LeetCode's COO to be the first content engineer on LeetCode's new initiative for frontend JavaScript & TypeScript focused interview problems. I advised, scoped, and implemented the new project which currently has 10's of millions of submission attempts. Check my website for more.

Intuit 01/2021 – 09/2023
Software Engineer – Payroll and Time

- Responsible for feature development of the QuickBooks Online Payroll (QBOP) Workforce (WF) product across US, UK, and Canada with **4+ million** QBOP and **2.1+ million** WF active monthly users.
- Grew Workforce by 900K new users by reinventing the Self-Signup Invitation experience, empowering employees with the freedom to access their finances without the need for employer action.
- Prototyped a paycheck estimator with Generative AI using ChatGPT LLM, LangChain, prompt engineering, python.
- Automated the CI/CD Jenkins testing using Java and the Cypress testing framework, saving 100s of engineering hours within the first year.
- Collaborated with Data Scientists and Product Managers to add metrics tracking, create Splunk Dashboards, and conduct A/B testing experimentation for QuickBooks Payroll.

Northrop Grumman 07/2017 – 01/2021
Software Engineer

- Built a multi-threaded Ignition Safety Device simulator in C# and C++ for testing the hardware of a real next generation missile used by NATO.
- Automated the expansion of telemetry memory maps and databases on the Byte level using Python and Anaconda.
- Optimized OracleDB transaction performance by 8% and eliminated redundancies in agile workflow.
- Hands on experience with distributed systems, Virtual Machines, and private cloud servers.