



Garegin Harutyunyan

SOFTWARE ENGINEER · C++17/20,
LINUX, QT/QML, CONCURRENCY

Details

Yerevan, Armenia · Open to
remote work
gareginharutyunyan866@gmail.com

Skills

C++17/20
Qt 5/6 (Qt Quick/QML, Widgets)
SQL
CMake, Conan
Git, GitHub/GitLab
GoogleTest/CTest
Python
gRPC, Qt WebSockets
Scrum/Agile
CI/CD (GitHub Actions/GitLab CI)

About Me

Software Engineer with 3+ years of experience in C++ and Qt development, specialising in real-time applications and cross-platform solutions. Proven expertise in building responsive applications through innovative multithreading techniques and designing efficient data flow patterns. Committed to leveraging technical skills and leadership abilities to contribute to cutting-edge projects in a collaborative environment. Passion for continuous learning and applying emerging technologies to enhance user experiences.

Employment History

C++/Qt Software Engineer, Bootech, Yerevan

MAR 2022 – PRESENT

- Built company's first Qt app: real-time info exchange system with WebSocket updates and multithreading (QThread/std::thread) keeping UI responsive across 6-month delivery
- Led 3-person team developing cross-platform Qt/QML POC over 6 months; established module boundaries, component library, and C++QML data flow patterns reused by adjacent teams
- Shipped 2 production cross-platform Qt apps with gRPC networking, authentication, and encrypted streaming serving real-time situational data to registered users
- Designed SQLite schemas and built C++ library exposed to Android via JNI (Java/Kotlin C++) during 2-month internship; operated in Scrum from day one

Freelance C++/Qt & Python Engineer, Upwork, Remote

FEB 2024 – JUL 2025

- Built Qt Widgets image labeling tool with QGraphicsView for polygon/rectangle annotation; added OpenCV-based auto-labeling and autosave/state restore
- Contributed complex desktop UI features to Amnezia VPN (open-source): multi-panel navigation and UX flows aligned with cross-platform constraints

Armth Engineering Laboratories, Group Leader, Yerevan

SEP 2021 – MAR 2023

- Taught teens programming (Scratch, Python/K-Turtle) and robotics with Arduino/Raspberry Pi (servos, sensors); introduced OpenCV basics for image recognition

Education

C++ Developer Program, Yandex Practicum, Remote

NOV 2024 – PRESENT

- Modern C++17/20: RAII, smart pointers, templates, std::variant, type safety
- STL internals, custom containers, concurrency (threads, synchronization)
- Performance & correctness: Sanitizers, Valgrind, perf profiling
- Qt/QML architecture, JSON parsing/serialization

B.Sc. Computer Science, Yerevan State University, Yerevan

SEP 2018 – JUN 2022

- Coursework: Data Structures & Algorithms, Graph Theory, Computer Architecture & Assembly, Programming Languages (C++, Lisp), Databases (MS SQL), Qt fundamentals
- Math foundation: Calculus, Discrete Mathematics, Linear Algebra, Combinatorics