Garo Keshishian

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SUMMARY

Experienced Software engineer with a passion for developing innovative programs. Sure, communicator and innovative creator to create software that's customized to meet a company's organizational needs, highlight their center competencies, and advance their victory.

EDUCATION

Pázmány Péter Catholic University Faculty of Information Technology and Bionics, MSc Budapest, Hungary Computer Science Engineering

(2022-2024)

National Polytechnic University of Armenia, B.SE

Software Engineering | GPA 94

Yerevan, Armenia (2017-2021)

PROFESSIONAL EXPERIENCE

MeOut Group | CodeMeOut

Information Technology Services Budapest, Hungary Full stack with .Net and React (2022-Present)

Developing end-to-end web application for Erasmus+ with my team, using mother technologies.

iNovation

Information Technology & Services Yerevan, Armenia .Net Back-

End Developer

(2020-2021)

Helping customers who require professional assistance and solutions to their companies to digitalize their business using .Net Core as well as other aspects of the .Net framework which runs on Windows, macOS, and Linux.

X-Tech Creative Studios Yerevan, Armenia Game Development Intern (2020)

Technologies used: Unreal Engine and C++

TUMO - CENTER FOR CREATIVE TECHNOLOGIES Yerevan, Armenia

Artificial intelligence Intern (2020)

Participation in a 5 -month lab work of automated rigging of 3D animation for 3D models using AI, python, libraries e.g. (Tensor Flow, Keras, OpenCV, OpenPose), VGG architecture. Getting introduced to Maya, ZBrush, and writing scripts

CORE COMPETENCIES

- Proven ability to lead and manage projects: Held multiple supervising and management positions in non-profit organizations, Managed an organization focused on sustainable ways of hiking and camping. Led an educational project in Armenia to teach teenagers and adults Programming languages, organizing Hackathons.
- · Wide range of interest and experience in software engineering, game development, and artificial intelligence: Interned at the largest technology center in Armenia (Tumo). Interned at a game development company and learned a variety of engineering skills involving game development
- Strong communication skills: Served as an organizational spokesperson. Comfortable working with others.

Experience in problem-solving. Great presentation and public speaking skills

Languages: fluent in Armenian, English, Arabic, Turkish, beginner/intermediate in Russian

LEADERSHIP POSITIONS / VOLUNTEER WORK

WCIT Armenia / World Congress on Information Technology Yerevan, Armenia

Volunteer Coordinator (2019)

Volunteering on behalf of AGBU throughout the process of the formation of the event as well as being a representative of Armenia for the meeting with Ministers.

MeOut Group Budapest, Hungary

Volunteer Organizer/Mentor (2022)

Being a member of the organizers of the Tbilisi Hackathon, which drew participants from more than eight Countries, as well as assisted teams in achieving their goals.