

Narek Asaturyan

Los Angeles, CA | narek.asaturyan98@gmail.com | 818-292-1998 | <https://narek-asa.github.io/Portfolio/>

Software Developer with experience in full-cycle development, debugging, and optimization. Proficient in Python, Java, C++, and MySQL, with additional skills in hardware diagnostics from work as a Level 2 Samsung Repair Technician. Strong background in backend development, database systems, and AI/ML, with proven ability to analyze issues and deliver reliable, data-driven solutions.

EDUCATION

California State University, Northridge
Bachelor of Science (B.S.), Computer Science

Awarded May 2025

SOFTWARE/HARDWARE PROFESSIONAL EXPERIENCE

Level 2 Repair Technician | Samsung - Fixiz, Glendale, CA

01/2022 - Present

- Hardware assembly/disassembly across a wide range of devices (phones, laptops, smartwatches, earphones), resolving physical damage and hardware failures using specialized tools and diagnostics
- Interpreted diagnostic software outputs to pinpoint complex issues and ensure accurate, efficient resolutions along with a high curiosity towards new technologies
- Managed proprietary repair systems to track tickets, document diagnostics, and uphold warranty protocols while maintaining data confidentiality
- Calibrated and maintained repair equipment to maximize functionality and lifespan
- Collaborated with team members to consistently exceed daily repair quotas and uphold quick problem solving capabilities

ACADEMIC PROJECTS

Used Car Price Prediction | Machine Learning | Aug 2024 - May 2025

- Implemented and compared Linear Regression, Decision Trees, and Random Forest algorithms using scikit-learn in Python for predictive modeling.
- Conducted data preprocessing and cleaning (handling missing values, encoding categorical variables, scaling numeric features).

Compiler | Language Design And Compilers | Feb 2025 - May 2025

- Implemented core parser and tokenizer modules, ensuring accurate syntax recognition and token stream generation.
- Designed and executed comprehensive test cases to validate compiler functionality, improve reliability, and detect edge-case errors early.

Unity 2D Platformer | Senior Design Project | Aug 2024 - May 2025

- Built player health and damage systems, integrating feedback mechanics to track and update status in real time.
- Programmed enemy AI behaviors, including melee attack logic and movement patterns in C#.
- Implemented a checkpoint and respawn system to improve playability and progression tracking.

TECHNICAL SKILLS

Programming Languages & Tools: Java, Python, C++, C#, MySQL, Git, GitHub, Visual Studio Code, Eclipse, Microsoft Office

Software Development & Engineering: Software Development, Object-Oriented Programming, Agile Development, Distributed Computing, Systems Engineering, Software Testing, Code Optimization, Software Debugging, System Optimization, Software Security Principles, Technical Documentation, Code Documentation, Report Writing, Troubleshooting

Computer Science Foundations: Data Structures & Algorithms, AI/ML Concepts, Efficient Problem-Solving

Database & Cloud Technologies: Database Management, Cloud Computing Fundamentals, Version Control Systems

Hardware & Diagnostics: PC Assembly, Mobile Device Repair, Diagnostic Testing, Firmware Updates

Professional & Collaboration Skills: Team Collaboration, Detail-orientation, Adaptability, Critical Thinking