



Vrezh Babakekhian

Junior-Mid Developer

Barcelona/Yerevan, Spain/Armenia

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↪ [Github profile](#), [Telegram](#)

Date / Place of birth

12.07.2001, Vladivostok

Nationality

Half Russian and Armenian

Driving license

B

Skills

Node.js

React

JavaScript

PHP

MySQL

HTML & CSS

Git

jQuery

Python

C++

Unix OS

Languages

Russian

English

Armenian

Spanish

Profile

Hardworking College Student seeking employment.

- Committed to utilizing my skills to further the mission of a company.
- Have a great passion towards programming.
- Ability to work under stress.
- Friendly, easily work myself into the mix.
- Versatile graphic to better suit employers needs.

Employment History

System administrator assistant, OOO "Kinoprokat" , "Moscow" cinema, Vladivostok

May 2020 — September 2020

Assisted System administrator with maintaining Cinema's Database.

PHP back end developer , Highway logistic group , Moscow

January 2022 — August 2022

- Maintained MySQL Database
- Modified/Created new, sections in relational database
- Implemented new features, complex classes and controllers for the company's own CRM system
- Was responsible for code debugging
- Managed migration from PhP version 5 to 7.4
- Closely cooperated with front end developers wherever there was a need to create from ground up a new section in the system
- Worked on urgent front/back end features

CRM full stack developer, Face2Une™, Remote

December 2022 — Present

One of the lead developers of *Customer relationship management* system for Face2Une™ beauty saloon.

Currently developing complex functional from the ground up using **Node.js + Express** and **React**

Education

4th year student, Higher School of Economics, Moscow

Hobbies

Snowboarding, surfing,
motocross, gaming,
skateboarding, music, bass
guitar

September 2019 — July 2023

Currently studying on double degree Data Scientist program, together with London School of Economics(LSE).

School 13 with deep learning English course, Vladivostok

September 2008 — June 2019

Courses

Game Programming and algorithms with C++, ID Coding & Engineering Academy(Imperial College London)

July 2018 — August 2018

Demonstrated Proficiency:

- Animating sprites
- Creating console-based games
- Identifying and fixing bugs
- Making custom art assets
- Using object oriented programming
- Creating adaptable game objects
- Re-creating classic games
- Implementing simple AI
- Understanding program structure

Oxford summer English for 13-15 years, Oxford Royale Academy

August 2016

CEF Level: B2

Has achived EF EPIs score:

84%(equivalent to C1 on CEFRL scale)