

ANDREW MARKARIAN

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OBJECTIVE:

Highly driven computer science major seeking a team where I can lend my knowledge and motivated leadership on software related projects to help your company continue to innovate

EDUCATION:

Syracuse University

Bachelors in Science in Computer Science

GPA 3.6

May 2025

COURSEWORK:

CSE 581: Intro D/Base Mngmt Systm | CIS 454: Software Implementation | CIS 351: Data Structures | CIS 477: Intro to Algorithms

SKILLS:

Languages: Java, Python, C, C++, C#, HTML / EJS, CSS, Javascript, Node.js + Express, SQL, Visual Basic

Applications: Microsoft Visual Studio Code, SQL Server Management Studio, Bash Terminal, Atlassian Jira, Visual Paradigm

WORK EXPERIENCE:

Implementation Consultant, Fast Enterprises

Harrisburg, PA

May 2024 - August 2024

- Developed customized software solutions by closely collaborating with clients to identify needs and requirements, configuring and optimizing FAST software to align with unique business processes and regulatory standards
- Reviewed existing site code and examined over 115 Modernized E-file database tables to align and integrate site-specific solutions with core software code, ensuring accurate data display using the latest software configurations and solutions

Game Developer, Syracuse University Libraries

Syracuse, NY

January 2023 - October 2023

- Cooperated with three other developers / project members to design a VR escape room type game for information literacy by participating in weekly brainstorming sessions to visualize concepts and level design before implementation
- Led and engaged in collaborative discussions focused on brainstorming game mechanics, design elements, and feature integration
- Developed skills pertaining to game development, computer program language, and problem solving

Fitness Floor Staff, YMCA of Greater Boston

Boston, MA

June 2023 - August 2023

- Created personalized training programs for members based on current fitness level and skill level to reach personal goals, including a tracking process to monitor overall progress
- Improved the customer experience by maintaining gym equipment, explaining programs / classes, and teaching members how to use fitness equipment by providing basic fitness information

Umpire Crew leader, Boston Parks & Recreation

Boston, MA

July 2021 - August 2022

- Communicated with peers to maintain the standard of play, resulting in consistent adherence to game rules and enhanced overall performance and fairness throughout the event
- Created a comfortable environment for 6 - 8 highschool / undergraduate students to improve communication skills and confidence through umpiring

PROJECTS:

Front End & Middleware Developer

Syracuse University

January 2024 - May 2024

- Constructed a dynamic online marketplace website with a team of three, utilizing MySQL, Node.js, Express, and Embedded JavaScript templates to enable seamless user interactions, efficient data retrieval, and robust e-commerce functionality
- Integrated Embedded Javascript templates for dynamic content population, enhancing user experience and website interactivity
- Designed and implemented a dynamic marketplace website using Atlassian Jira for project management, Model-Based Engineering for design structure, and Visual Paradigm for diagrams and flowcharts, ensuring an efficient development process

LEADERSHIP/ACTIVITIES:

CuseHacks (InnovateOrange) - Co-Sponsor Chair, Syracuse, NY

May 2024 - Present

- Coordinated with individuals, organizations, and corporations both within and outside Syracuse University through meetings and emails to secure sponsorships for CuseHacks' bi-annual hackathon, leveraging Google Sheets to track and lead agreements and deadlines
- Collaborated with a team to plan, conduct, and execute the hackathon and weekly workshops, overseeing logistics and schedules to ensure smooth operations. Enhanced project management and coordination skills, achieving attendance and engagement goals

Orange After Dark, (Student Engagement) - Event Lead, Syracuse, NY

January 2023 - Present

- Led and organized late-night programming events by coordinating logistics and managing resources, boosting the experience for both the organization and students through strategic planning and effective communication
- Guided weekly meetings with 10+ students to manage and execute events, preparing agendas, organizing tasks, and facilitating discussions for effective planning and execution