



Anait Kasamian

Software developer

Experience

2023 - 2024

T-Systems International GmbH

Software Engineering Intern in Connected Mobility



Contribution to the UI on a customer project for **Mercedes Benz**, working with **Angular** on the frontend, and **Python** on the backend.



Connected Mobility Academy - educational program from Connected Mobility department of T-Systems. Daily tasks on topics of **Software Architecture**, Cloud (working with **Azure Cloud Computing Services** and **Terraform**), **Automation (CI/CD)** (working with **Azure Cloud**, **Docker**, **GitHub Actions**, **Kubernetes deployment**)



Contribution to the Frontend with **NextJS/React**, to an **open source project** that was presented as Hack Challenge environment in **Eclipse SDV Hackathon**.

Education

42 Wolfsburg

2021 - 2024

Software Engineering school

42 Wolfsburg is innovative software engineering school of higher education, with project based **peer-to-peer** learning approach. The core curriculum consists from learning-projects, where each project is a practical challenge focusing on a specific aspect of programming. Projects are mainly done in low level programming language **C**, and later in the core in **C++** and **TypeScript**.

Business-Informatics Bachelor of Science

2015 - 2020

Chelyabinsk State University

As an interdisciplinary science, business informatics **combines business administration and computer science**. The course of study conveys sound theoretical and practical knowledge and skills in both areas and deals with the application of information and communication technology methods to operational problems.

Projects

Swiftly-Companion

2024

iOS application developed using **SwiftUI**, designed to help students of the 42 Network of software engineering schools keep track of their profiles, skills, and projects. It utilizes **OAuth2** authentication, integrates the 42 API for data fetching and display, and includes search functionality to find and view other users' profiles.

Transcendence

2024

It's a **full-stack web application** developed as part of 42 School curriculum. The challenge was to create a dynamic gaming experience **reminiscent of classic Pong**. Features include networking, real-time communication, game mechanics, and user interfaces. Users are able to log in through the 42 specific platform, and play against other users in real-time and send messages in group chats or direct messages. Implemented using diverse programming languages and technologies, such as **Angular**, **Nest.js**, **PostgreSQL** and **Docker**.

Webserver

2023

Webserver is a team project focused on building a basic **HTTP server**, written in **C++(98)**. It implements essential parts of the **HTTP/1.1** protocol, including request methods (**GET**, **POST**, etc.) and response status codes. Supports server configuration through a configuration file. Handles static content such as **HTML**, **CSS**. **CGI**: executes a script, generating dynamic web content in response (**GET** and **POST**). Provides appropriate error messages for different **HTTP** status codes and invalid requests.

Contact

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Expertise

- iOS, Swift, SwiftUI
- C, C++
- Typescript / JavaScript
- Angular
- HTML5, CSS3, Bootstrap
- Git
- Docker
- Shell

Languages

English	- C1
German	- B1
Armenian	- Native
Russian	- Native
Ukrainian	- Native

Links



[Portfolio](#)



[GitHub](#)



[LinkedIn](#)



[Instagram](#)