

Arek Ouzounian

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EDUCATION

University of Southern California, Viterbi School of Engineering
Computer Science

Los Angeles, CA

Expected Graduation May 2024

Minor: Applied Computer Security

Previous Education: Pasadena City College (Fall 2020-Spring 2021)

Pasadena, CA

EXPERIENCE & LEADERSHIP

Three Apples Studios

Member, Lead Engineer

Mar 2021-Jun 2021

- As a member, worked on the Aralez project as an engineer, using the Unreal Engine to program a combat system.
- As Lead Engineer, led a team of engineers in creating a working demo of the game for the Minimum Viable Product.

Runner Project

Engineer

Jan 2022-Present

- Worked with a team of engineers to create a remote execution engine and various frontend extensions for it
- Gained skills/experiences: Golang, integration tools, containerization technologies, git/github workflow

MISC. INVOLVEMENT

Great Minds Robotics

Sep. 2016-June 2020

Student

- Attended a weekly programming class that taught the basics of C#, windows forms, Microsoft XNA Framework, and all the way up to intermediate data structures and algorithms.

FTC Robotics Team

Engineer

Sep. 2017-May 2020

- Worked as an engineer as part of a high school robotics team to program and deploy a robot designed to compete in an annual competition

The Learning Ladder

Tutor

July-August 2018

- Tutored younger children in order to prepare them for the ISEE exam

SKILLS

- Programming Languages: C++, C#, Java, Python, Go, HTML/CSS/JavaScript
- Languages: English (fluent)
- Proficient at assembling and maintaining both desktop computers and mechanical keyboards

INTERESTS

- Programming, board games, Dungeons & Dragons, video games, reading

RELEVANT COURSEWORK

- Introduction to Java Programming
- Introduction to C++ Programming
- Discrete Math for Computer Science
- Introduction to Information Security
- Information Security Management
- Ethical Hacking
- Data Structures & Object Oriented Design