George Nakashyan

georgenakashyan@gmail.com
(516) 996-0317
www.linkedin.com/in/george-nakashyan
www.github.com/georgenakashyan

Education

Farmingdale State College (Farmingdale, NY)
- **Major:** Computer Science, Bachelor of Science
- **GPA:** 3.91
- **Awards:** Summa Cum Laude, Academic Excellence, President's List

Work Experience

Freelance **May 2024 – Present**
Full Stack Software Engineer
- Collaborate with multiple business clients to transform and optimize their websites by delivering tailored technology application solutions to meet their needs.
- Worked with clients to develop web apps using the MERN stack, resulting in a 25% improvement in project delivery time.
- Integrated the Stripe API for clients to securely process user payments, reducing transaction processing costs to 2.9% and improving overall cost efficiency for the client.
- Leveraged knowledge in Full-Stack Development, MongoDB, Express.js, React, Redux, Node.js, Stripe, CI/CD.

Farmingdale State College **Aug 2023 – Dec 2023**
Front End Software Engineering Intern
- Reduced training time for new staff by 30% by creating a reactive webpage including all training materials.
- Crafted reactive web elements, including collapsible tabs, sidebars, and tooltips, in alignment with Farmingdale's existing website design, leading to a documented 40% enhancement in user experience.
- Reduced task completion time by 20% by designing a list of available staff using SQL queries.
- Leveraged knowledge in Front-End Development, JavaScript, HTML/CSS, jQuery, SQL, and Chrome Developer Tools.

Projects

Real-Time Parking Spot Reservation (*github.com/georgenakashyan/ParkingPal*)
- Built and hosted a web app enabling businesses to rent out parking spots to customers.
- Implemented an interactable map of nearby facilities with the Google Maps API.
- Incorporated persistent data storage with real-time updates for clients using Firestore.
- Followed Agile methodology with daily scrums, Trello boards, sprint retrospectives, and burndown charts.
- Utilized: HTML, Tailwind CSS, JavaScript, Firebase API, Google Maps API, Trello, CI/CD

Simulating Prisoner's Dilemma on Graph Networks (*github.com/georgenakashyan/PrisonerDilemmaSimulation*)
- Simulated the Prisoner's Dilemma Game using real-world networks for a research paper with Python scripts.
- Collected, analyzed, and graphed necessary data using the Matplotlib and NetworkX libraries.
- Utilized the Fermi Function algorithm to simulate player interaction based on popularity.
- Reduced time complexity of simulating each round by using multithreading for graph image creation.
- Published a research paper at ASONAM 2023 with a 17.2% acceptance rate using the data analysis findings.
- Utilized: Data Science, Python, Matplotlib, NetworkX

Skills

Languages: Java (fluent), JavaScript (proficient), Python (proficient), SQL (prior experience), C (prior experience)
Frameworks and Libraries: React, Node.js, Express.js, Redux, MaterialUI, JavaFX, Tailwind, jQuery
Other: HTML/CSS, NoSQL, MongoDB, Firebase, Google Cloud, Stripe, Matplotlib, NetworkX, Git

Publications

Dean, N., & Nakashyan, G. K. (2024). Popularity-based approach to promote cooperation in the Prisoner's Dilemma Game. Proceedings of the International Conference on Advances in Social Networks Analysis and Mining. https://doi.org/10.1145/3625007.3627723