

Harry Gevoglanyan

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EDUCATION

California State University, Northridge

Bachelor of Science in Computer Science

- Dean's List - GPA: 3.75+

Northridge, CA

Aug. 2021 – May 2025

EXPERIENCE

Freelance Web Developer

Jan. 2023 – Present

Remote

Los Angeles, CA

- Built 5+ SEO-friendly, mobile-first sites with full browser support, boosting accessibility and visibility.
- Designed and launched 4+ scalable full-stack applications with real-time, multi-user features, supporting up to 100 concurrent sessions.
- Integrated third-party APIs and streamlined deployment workflows, reducing release times by 40%.

Full Stack Developer Intern

Sep. 2024 – May 2025

Techmetrica

Northridge, CA

- Collaborated with a 10-person dev team to design 3+ psychology-driven web games for behavioral research.
- Deployed Google OAuth-secured dashboards for 15+ research participants with role-based access.
- Built and optimized 10+ RESTful APIs with normalized MySQL schemas, improving data logging speed by 35%.

QA Intern

Aug. 2024 – Dec. 2024

5HeadGames

Los Angeles, CA

- Executed 100+ test cases, identifying 30+ high-priority bugs that improved game stability by 20% pre-launch
- Logged and tracked 50+ detailed bug reports in Jira, helping identify and resolve critical pre-launch issues.
- Monitored and stress-tested weekly game builds to uncover performance bottlenecks and diagnose memory leaks, contributing to improved stability and frame rates.

IT Intern

June 2024 – Aug. 2024

UEI College

Reseda, CA

- Resolved 200+ technical support tickets involving hardware, software, and network issues with a 95% first-time resolution rate.
- Reduced recurring issues by 25% through proactive diagnostics and by authoring reusable, step-by-step knowledge base guides.
- Improved operational efficiency by revising SOPs and infrastructure documentation across 3 departments supporting 50+ staff.

PROJECTS

Two Touch | *Node.js, Next.js, React, Firebase*

Jun. 2025 – Present

- Developed Two Touch, a cross-platform social challenge app where users create, accept, and track game challenges.
- Implemented core features; user profiles, leaderboards, and XP progression, designed to drive long-term engagement and retention.
- Built scalable backend services with Firebase authentication and push notifications, enabling real-time challenge invites.

iAqua Aquatics | *Next.js, React, PayPal API*

Jan. 2025 – Jun. 2025

- Developed a responsive e-commerce platform for aquarium goods with category-based filtering and a dynamic shopping cart.
- Integrated PayPal and launched a checkout system that processed 50+ transactions with 100% uptime over 3 months.
- Designed a real-time, modular inventory management system that supported seamless updates across 5+ product categories.

GMG Transportation | *Next.js, React, Stripe API, Google Maps API*

Jan. 2025 – May 2025

- Led end-to-end development of a responsive vehicle booking platform with dynamic pricing and secure Stripe Checkout, enabling 100+ successful bookings.
- Implemented Google Maps APIs for autocomplete, multi-stop routing, and dynamic fare calculation, reducing user errors by 90%.
- Enhanced UX with image carousels, conditional contact forms, and advanced vehicle filtering, increasing user engagement by 30%.

TECHNICAL SKILLS

Languages: JavaScript, TypeScript, Java, Python, C/C++, HTML, CSS, SQL

Frameworks & Libraries: React, Next.js, Node.js, Express.js, Tailwind CSS

APIs: Stripe, PayPal, Google Maps, Google OAuth, OpenAI

Databases: MySQL, PostgreSQL, MongoDB

Tools: Git, Docker, AWS, Agile, Jira, Postman, VS Code