GEVORG AKOPYAN

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Education

University of California, Los Angeles (UCLA)　　　　　　**Expected June 2024**
Bachelor of Science in Computer Science　　　　　　　　　　*GPA 3.4*
- **Relevant Coursework:** Operating Systems, C++, Data Structures and Algorithms, Software Construction

Glendale Community College　　　　　　**August 2018 – June 2021**
Major in Computer Science　　　　　　　　　　*GPA 3.97*
- **Relevant Coursework:** Advanced Java, Python, Assembly language

Experience

Amazon　　　　　　**June 2022 – September 2022**
Software Development Engineer Intern　　　　　　　　*Seattle, WA*
- Constructed 2 end-to-end components for android mobile devices using React Native and Amazon internal tools for Amazon Mobile App users.
- Collaborated with engineering and design teams to come up with final product design for bottom sheet component.
- Implemented versatile and extensible features to improve user experience by coming up with correct payload schema.
- Implemented 2 back-end APIs to correctly generate, map and distribute payload schema

Glendale Community College Learning Center　　　　**September 2019 – August 2021**
CS Tutor　　　　　　　　　　*Glendale, CA*
- Utilized effective teaching methods based on students' learning style to increase understanding of material.
- Assisted more than 50 students with various assignments and exam preparations.
- Fostered advanced analytical and critical thinking skills by leading student thought processes.

Projects

Interactive Pathfinder Simulator | *JavaScript, WebGL*　　　　**Fall 2021**
- Worked in a team of 4 people to build a web application using JavaScript and WebGL API.
- Integrated A* algorithm to find a path from initial point to final destination.
- Devised obstacle detection of trees, rocks, and hills.
- Utilized texture mapping on different types of surfaces.
- Contributed to dynamic shadowing relative to light source.

React Native Website | *MERN, React, Javascript, OpenGL*　　　　**Winter 2022**
- Designed and implemented an OpenGL shader website.
- Developed secure sign up via Bcrypt salting and hashing and Google OAuth with jwt.
- Adapted Code Mirror framework for OpenGL syntax highlighting in integrated code editor.

Multi-Level JavaFX Maze Game | *Java, JavaFX*　　　　**Winter 2020**
- Leveraged OOP concepts such as Inheritance, Polymorphism, and Abstraction.
- Designed and added animation to sprites.
- Developed MVC paradigm and worked with UI Design.
- Added collision detection between walls, player, and bullets in maze.

Participant in Hack Competition | *Python, C++, Arduino*　　　　**August 2021**
- Created a remote-controlled car with Bluetooth through a Python Script.
- Programmed car movement and Bluetooth connection.
- Connected and calibrated joystick, emitter, and receiver to drive a remote-controlled car.
- Architected an efficient algorithm to reduce delays in starting of motors by 30%.

Technical Skills

Programming Languages: C++, Java, Python, HTML, CSS, JavaScript
Developer Tools/Technologies: VS Code, Eclipse, Linux, GitHub, Chrome developer tools, Arduino, WebGl
Languages: English, Russian, Armenian