

GEVORG AKOPYAN

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Education

University of California, Los Angeles (UCLA)

Expected: June 2024

Bachelor of Science in Computer Science

- **Relevant Coursework:** Operating Systems, Software Development, Data Structures and Algorithms
- **Programming Languages/Technologies:** C++, Java, Python, HTML, CSS, JavaScript, AWS, Lambda, TypeScript, Kotlin, MySql, MERN, Linux, GitHub, Linux, Docker, GDB, R, CAD, Arduino

Experience

Amazon Prime Air

June 2023 – September 2023

Software Development Engineer Intern

Seattle, WA

- Constructed a full-stack customer-facing mobile application for 150+ associates
- Incorporated an Amazon internal authentication system to ensure product's security and privacy using **AWS** services
- Leveraged phone camera to set up bar code scanner to accelerate workflow process
- Conceptualized the complete design of the project, and spearheaded the development of an end-to-end pipeline
- Initiated meetings with product and business teams to determine short-term and long-term project goals

Amazon Alexa

June 2022 – September 2022

Software Development Engineer Intern

Seattle, WA

- Constructed 2 end-to-end **Android** mobile components using **React Native** and internal tools for Alexa users
- Collaborated with engineering and design teams to come up with final product design for bottom sheet component
- Engineered multi-functional custom **React** components with scrolling functionalities to enhance user experience
- Implemented 4 back-end **APIs** to generate, map, and distribute payload schema correctly

GAGA US Construction

June 2021 – Current

Software Development Engineer

Glendale, CA

- Built an optimized website for a construction firm, increasing click-to-lead conversion rate by 25%
- Created **SEO** campaign to receive and integrate 200+ keywords, improving website's visibility by 40%
- Designed and sustained 4 distinct landing pages, dynamically fetching real-time data sourced from **MySQL** database

Glendale Community College Learning Center

September 2019 – August 2021

STEM Tutor

Glendale, CA

- Mentored coursework preparation for 50+ students by generating detailed, personalized performance reports
- Optimized student experiences by adding adaptive learning platforms, resulting in 9% increase in course completion rate

Projects

React Online Shader Workspace | *MERN, React, Javascript* | <https://shadygreg.netlify.app/>

Winter 2022

- Developed secure sign-up via **Bcrypt** salting, and **Google OAuth** with **JWT** for an **OpenGL** shader website
- Adapted **Code Mirror** framework for **OpenGL** syntax highlighting in integrated code editor
- Devised a user project 'liking' system to rank and showcase top-rated projects

Interactive Pathfinder Simulator | *JavaScript, WebGL* | github.com/gevorgakopyan/Robot-Greg

Fall 2022

- Led a team of 4 people to build a graphics application using **JavaScript** and **WebGL API**
- Implemented **A*** algorithm, enhancing pathfinding efficiency from initial point to final destination by reducing computation time by an average of 26% compared to **DFS** and **BFS** algorithms
- Devised obstacle detection and applied texture mapping on different types of surfaces

Game Recommendation Engine Greg | *Python, C++* | github.com/gevorgakopyan/Greg-Game-Engine

Summer 2022

- Developed a **GUI** application which provides game recommendations based on user ratings or Steam ID
- Engineered functionalities such as theme-changing, data retrieval through web requests, efficient data storage and manipulation using Python's **pickle** and **pandas** modules

Multi-Level JavaFX Maze Game | *Java, JavaFX* | github.com/gevorgakopyan/Maze-Game

Winter 2021

- Leveraged **OOP** concepts to incorporate **MVC paradigm** with collision detection between 7 distinct objects in a maze
- Collaborated with UX designers to create animated sprites and immersive audio experiences for gameplay
- Designed a level generation algorithm allowing for 5 unique mazes to challenge players