



SKILLS

- Proficient in C#, JavaScript, Java
- Proficient in web service technologies (XML, SOAP, WSDL)
- Proficient in Jenkins, Zephyr, Postman, Selenium, REST, JMeter
- Expert in Testing Methodologies
- Expert in Problem-Solving
- Competent in Game Development Engines such as Unity / Unreal
- Rational and Divergent Thinker
- Expert in Electronic Systems of All Fields
- Proficient in Prompt Engineering
- Expert in Microsoft Office Suites
- Novice in C++, C, Python
- Novice in Ruby on Rails
- Novice in .NET Framework

LANGUAGES

English	_____	Native
Greek	_____	Native
Russian	_____	Fluent

CONTACTS

🌐 [linkedin.com/in/gregoryaristakesyan/](https://www.linkedin.com/in/gregoryaristakesyan/)
✉ gregurystan@gmail.com
☎ (+30) 6987265395
📍 Konstantinoupoleos 29, Thessaloniki

PROGRAMMER / TESTER / GAME DEVELOPER
CUSTOMER SUPPORT SPECIALIST

GRIGOR ARISTAKESYAN

WORK EXPERIENCE

QUALITY ASSURANCE AUTOMATION ENGINEER / ANALYST 2022 - 2024

Netcompany-Intrasoft · Full-time · Remote

I started as a Junior Testing Automation Engineer and advanced to an Associate position.

My responsibilities included automated test creation and maintenance, performance testing, infrastructure upgrades, and live client support. I collaborated closely with the development team, provided training for new hires, and delivered presentations in English and Greek. Moreover, I also managed Git repositories and worked with tools such as Jira, Selenium, Java, and JMeter.

SENIOR CUSTOMER SERVICE AGENT 2020 - 2022

Teleperformance · Full-time · Remote

I began as a Customer Support Agent and advanced to a Senior Position.

My responsibilities included customer and technical support, issue tracking and resolution, communication between engineers and customers, problem-solving with technical expertise, and time management.

ASSISTANT MANAGER / RETAIL STORE 2018 - 2020

Germanos · Full-time · On-Site · Greece

Following a 6-month internship, I was promoted to Assistant Manager.

My responsibilities included store and employee management, handling deliveries and returns, hardware repairs, customer relations, customer support, and software troubleshooting.

EDUCATION

IEK DELTA 2015 - 2018

IT Application Technician and Game Development

EUCLID COLLEGE 2013 - 2015

Electronic Computing Systems and Networking

C2 PROFICIENCY - CPE - CAMBRIDGE ENGLISH ASSESSMENT 2014

PERSONAL PROJECTS

2D ROGUELITE ROLEPLAYING DUNGEON CRAWLER Ongoing

A video game me and a fellow Developer are creating in Unity. Utilizing Inventory, Party, and Combat Systems.

2D INFINITE RUNNER Ongoing

A Personal Hyper-Casual Project nearing Completion in Unity. Utilizing Score Saving, Randomised Elements, Platforming.

3D FPS/TPS MULTIPLAYER REPLICATION SYSTEM 2024

A Finished System that can be used on any FPS or TPS which allows for up to 64-player multiplayer communication, replication and interaction.
Made for Unreal Engine.