



SKILLS

- Proficient in C#, JavaScript, Java
- Proficient in API testing technologies [Postman, SOAP, REST]
- Proficient in CI/CD + UI Testing [Jenkins, Git, Zephyr, Selenium, JMeter]
- Expert in Testing Methodologies
- Proficient in Unity + Unreal Engines
- Novice in C++, C, Python
- Proficient Game Designer
- Expert in Problem-Solving
- Expert in Electronic Systems of All Fields [Tech, Music, Communications]
- Proficient in Prompt Engineering
- Expert in Microsoft Office Suites
- Novice in Ruby on Rails
- Novice in .NET Framework
- Rational and Divergent Thinker

LANGUAGES

| | | |
|---------|-------|--------|
| English | _____ | Native |
| Greek | _____ | Native |
| Russian | _____ | Fluent |

CONTACTS + SITES

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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.

DND HELPER APP Ongoing

A Dungeons and Dragons Helper Application intended for Homebrew Campaigns with Quest System, Inventory and a Save System.

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.