GARIK V. KHACHATRYAN

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EDUCATION

University of California, Irvine

Senior Class Standing – Software Engineering   Expected B.S. March 2020
GPA – 3.73

SKILLS

Programming	Web Development	Other
C++, Java, Python, C#, SQL	HTML, JavaScript, CSS, PHP	Requirements Analysis
C/Assembly, Prolog, LISP	NodeJS, React, Angular	Software Design & Documentation

EXPERIENCE

Strategy Companion

Software Developer   *March 2019 - Present*

- Designed, implemented, and documented RESTful API for state transfer, replacing ASP model-view design pattern with contemporary JavaScript.
- Implemented new front-end modules and components using vanilla JavaScript with older browser (Internet Explorer) support, mimicking popular frameworks.
    o Worked with the assumption that a large amount of data is given in cube formats. All operations minimized page and component refreshes as well as data transfer to and from the web server.
- Designed and implemented UI changes to improve user experience
- Added features to integrate other services such as Salesforce and Google Analytics, implemented with C# and ASP.NET.
    o Salesforce and Google APIs were used to organize, display, and import mass data to application's database.

University of California, Learning and Academic Resource Center (LARC)

Tutorial Leader   *September 2017 - Present*

- Facilitate active learning environment and collaborative learning for "Programming with Software Libraries in Python" course offered at UCI.
- Lead students to developing a greater understanding of the material, focusing on practical implementations of software libraries.
- Created lesson plans, worksheets, tests, and projects according to the material covered; preparing students for future assignments and assessments.

RELEVANT PROJECTS

- Created a website using MERN stack that organizes and filters recipes according to user interaction. Database was built by consolidating public APIs and crawling websites, parsing HTML into Mongo documents using Python.
- Experience with Linux shell and scripting, along with using terminal emulators for day-to-day operations and file management.
- Created web crawler with Python and implemented search engine that indexes the built corpus for keywords and images.
- Implemented a basic operating system simulation using Java to demonstrate concurrent programming.
- Designed and documented traffic simulation application, focusing on design implementation, recovery, patterns, and component reuse.
- Designed, documented, and implemented board game environment that allowed for new games to be added easily, reusing logic and data management.
- Created and upgraded e-commerce website from basic web stack, to adding PHP and MySQL, and eventually Java Servlets. Web server managed HTML session, cookies, and implemented a cart to checkout items.