

GARIK V. KHACHATRYAN

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EDUCATION

University of California, Irvine

Bachelor's Degree in Software Engineering

Overall GPA – 3.73

September 2016 – March 2020

SKILLS

Programming

C++, Java, Python, C#, SQL
C/Assembly, Prolog, LISP

Web Development

HTML, JavaScript, CSS, PHP
NodeJS, React, Angular

Other

Proficiency with Linux systems
Software Design & Documentation

EXPERIENCE

Strategy Companion

Software Developer

March 2019 - Present

- Designed, implemented, and documented RESTful API to replace ASP .NET Web Forms with contemporary JavaScript.
- Implemented new front-end modules and components using vanilla JavaScript with older browser (Internet Explorer 6) support
- Wrote rendering modules that handle large amount of data in cube formats. All operations minimized page and component refreshes as well as data transfer from web server.
- Designed and implemented UI changes to improve user experience
- Added features to integrate other services such as Salesforce and Google analytics using C#
- Using third party APIs to import and process mass data to application's SQL database.

University of California, Irvine, Learning and Academic Resource Center

Tutorial Leader

September 2017 - Present

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

RELEVANT PROJECTS

Web Development

- Created Web application using MERN stack that organized and filtered recipes according to user input and searching.
- Built Mongo database by integrating several public recipe APIs as well as basic web crawling to parse recipes.
- Created e-commerce website using both PHP and MySQL as well as Java Servlets to manage HTML session, cookies, and a checkout cart.

Programming Concepts

- Create new kernel modules and system calls for Linux (xv6) operating system.
- Implemented basic operating system simulation using Java to demonstrate concurrent programming fundamentals
- Functional programming experience with LISP by creating LISP interpreter.
- Created basic web crawler with Python and implemented search engine that indexes the corpus built for keywords and images.

Software Design & Documentation

- 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.