

Alex Hovakimyan

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Education

Computer Science For Transfer — *De Anza College*

May 2024 (est.)

- **GPA:** 3.90
- **Coursework:** Advanced Algorithms and Data Structures (C++), Multivariable Calculus, Linear Algebra, Differential Equations, Intro to Assembly Language (X86), Probability and Statistics for CS (Python)

Experience

National Renewable Energy Laboratory (NREL) — *Intern*

Jun 2023 - Sep 2023

- Worked as a full-stack developer on CYSAT-Hydro, a software utility that provides a comprehensive anomaly detection and mitigation tool for hydro power plants.
- Developed gRPC services to route data and analyze hydro power plants' economic metrics
- Designed an asp.net core front-end which displayed data from a mongoDB

Google's Computer Science Summer Institute — *Scholar*

Jul 2022 - Aug 2022

- Participated in a 4-week intensive computer science summer program for high-achieving students
- Attended product design, resume development, and software engineering interview workshops
- Delivered a collaborative final project presentation that included a live demonstration to Google employees and community leaders

Projects

Self Driving Car — *Python, OpenCV2*

Apr 2023 - May 2024 (est.)

- Lead the software team in developing external awareness for a RP3 powered self driving car
- Leverage stereo depth mapping techniques, object detection, and ultrasonic sensors to map the world
- Feed data of mapped world to reinforcement learning model for decision making

myCity — *HTML, CSS, Javascript, Bulma*

Aug 2022

- Created a weather website that displays temperature, five day forecast, time, humidity, etc. for user inputted locations
- Utilizes the OpenWeatherMap, Google Maps and GeoLocation APIs
- Contains a "favorites" section which saves data from each visit using Cookies

OmegaBall — *C++, UE4, Blueprints*

Jan 2022

- Adds a mechanic to Unreal Engine 4's FPS template that allows users to change the trajectory of a projectile after shooting it
- Utilizes UE4 Blueprints, C++, and world-building tools provided by the Unreal IDE

Arduino Dribbling Timer — *C++*

Mar 2021

- Designed, implemented, and programmed a device which times soccer dribbling exercises.
- Utilizes Arduino UNO R3 and an ultrasonic sensor to track when the ball is moved from and returned to the start line
- Utilizes 7 seg displays and buttons to allow the user to configure the number of detections that must occur before the timer stops

Skills

Programming Languages: C++, Python, Javascript, Java, C#, HTML, CSS **Developer Tools:** asp.net core, gRPC, OpenCV2, UE4, Blueprints, Github, Swing, AWT, Scikit-Learn, TensorFlow, OWASP ZAP