

Karen Ayvazyan

Software engineer

Ready to improve my skills and develop new
24y.o.



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Russia

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EDUCATION

Informatics and computer science

Voronezh State University of Architecture
and Civil Engineering

09/2016 - 07/2020

Voronezh, Russia

Graduate work

- Genetic algorithms as solution of the Knapsack problem
- The average grade - 4.2/5

PERSONAL PROJECTS

Life game

- C++
- Visual Studio

15 puzzle game

- Mobile game, Xamarin
- C#

Hello world by Genetic algorithms

- C++

Genetic algorithms as solution of the Knapsack
problem

- Python

and etc.

WORK EXPERIENCE

Jun C++/C# Developer Neuro-City

08/2022 - 12/2022

Voronezh

Development of smart devices for navigation in large rooms, control
of doors and orders in restaurants

Tasks

- Legacy code support
- Software development
- Process automation

Jun C++/C# game dev FNTastic

05/2023 - Present

Russia

The company is engaged in the creation of various games like mobile
or AAA-games

Achievements/Tasks

- mobile game development on unity

Contact : HR - Valeria - v.andreeva@fntastic.com

SKILLS

Good knowledge of writing code using C/C++

Knowledge Algorithms and data structures

Knowledge OOP

Linux

SQL and Database Management

ACHIEVEMENTS

Publication of an article in the scientific journal of the
University (04/2020)

Title of article: "Features of using a genetic algorithm to solve Knapsack
problm"

TECNOLOGY STACK

- MS Visual Studio
- Unreal Engine / Unity
- Qt Creator
- MySQL
- .Net

LANGUAGES

Russian ● ● ● ● ●

Armenian ● ● ● ● ○

English ● ● ● ○ ○

INTERESTS

I can't imagine my life without sports, running and
exercises. Before I was greco-roman wrestler.

Artificial intelligence and blockchain technologies.

I'm a dog person, and we explore the world together.