Karen Ayvazyan
Software engineer

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

karen.ayv12599@gmail.com

+7(914) 143-40-50

Russia

linkedin.com/in/kartsen

github.com/k4rtsen

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 - 4.25/5

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
- 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 problrm"

TECNOLOGY STACK

1. MS Visual Studio

2. Unreal Engine / Unity

3. Qt Creator

4. MySQL

5. Git

LANGUAGES

Russian	● ● ● ● ●
Armenian	● ● ● ● ○
English	● ● ● ○ ○

INTERESTS

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

Artificial intelligence and blockchain technologies.

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