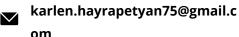
KARLEN HAYRAPETYAN

CONTACT







EDUCATION

Russian-Armenian university

2021 - 2025

Bachelor of Science
Applied mathematics and computer science

BUILD MY OWN

- Snake Al game
- Garbage Collector
- Custom Text-to-Speech
 Converter
- Plagiarism Detection System

SKILLS

- Programming: C, C++, Assembly x86, Python, linux, git, docker
- Excellent teamwork and communication skills
- Quick learner with a strong desire for continuous personal and professional growth

CAREER OBJECTIVE

Aspiring Data Scientist currently in the process of acquiring a degree in Computer Science. Possesses foundational knowledge in C, C++, Assembly x86, and Python. Seeking an internship opportunity to utilize and enhance my programming skills, I am particularly interested in exploring advanced topics such as Natural Language Processing (NLP), Machine Learning, and Predictive Analytics

PROJECTS

Snake Game with Deep Reinforcement Learning

- Embarked on the creation of a Snake Game utilizing
 Deep Reinforcement Learning techniques with PyTorch,
 this project represents a fusion of game development
 and artificial intelligence.
- The aim is to train an agent capable of playing the Snake Game effectively through the application of advanced machine learning concepts

Garbage Collector

- Implemented a garbage collector in Python for automatic memory management.
- The garbage collector uses a mark-and-sweep algorithm to detect and deallocate memory that is no longer in use, preventing memory leaks and optimizing program performance.
- This project deepened my understanding of memory management and allocation in programming.

Custom Text-to-Speech Converter

- Designed and implemented a Text-to-Speech (TTS) converter using Python, leveraging the gTTS (Google Text-to-Speech) library.
- The TTS system accepts text input and translates it into audible speech, outputted as an mp3 file.
- This project improved my understanding of text processing, data conversion techniques, and working with audio file formats.