

Narek Karapetyan

SOFTWARE ENGINEER



+374-55-250-800



narekkarapetyan015@gmail.com



[Linkedin](#)



[Github](#)

General Introduction

I am currently studying at 42 School. I have strong proficiency in C++, C, C#, and Unity, with a solid understanding of game development principles. I am eager to apply my C# development skills to build innovative and efficient applications. I am looking for opportunities to work as a software developer, contribute to impactful projects, and grow within a dynamic development team.

Portfolio / Experience

Portfolio on GitHub: [link](#)

- Developed projects in **C++** utilizing **OOP principles** such as inheritance, encapsulation, polymorphism, and abstraction.
- Implemented efficient data structures and algorithms using the STL library (vectors, maps, queues, etc.).
- Built applications showcasing problem-solving skills and clean code practices.
- Developed a Tower Defense game in Unity, utilizing **C# scripting**, game mechanics design, and UI implementation to create an engaging player experience.
- Worked with **SQL** and **MySQL**, completing a full course at **SQL Academy**.
- Designed and optimized databases, writing complex queries, stored procedures, and ensuring data integrity.

Education

42 YEREVAN | 2024 - PRESENT

Programming

- Developed **C/C++** projects focusing on data structures, algorithms, and optimization.
- Gained proficiency in Linux system administration, including scripting and network configuration.
- Built automated systems using object-oriented programming and function pointers.

NATIONAL POLYTECHNIC UNIVERSITY OF ARMENIA | 2022 - PRESENT

Bachelor's degree in Computer Architecture

NATIONAL POLYTECHNIC HIGH SCHOOL OF ARMENIA | 2019 - 2022

High School degree

Skills

- C/C++
- C#
- Unity
- SQL, MySQL
- Git
- Bash scripting
- Networking
- Operating Systems: Linux, macOS
- Self-learning
- Communication
- Leadership
- Time management
- Problem solving

Languages

- English
- Russian
- Armenian