

Andrew Sarkisian

Email: andrewsarkisian40@gmail.com

Phone: (260) 437-9940

Portfolio: www.asarkisian.com **GitLab:** <https://gitlab.com/ASark>

Address: 10503 Caminito Sopadilla – San Diego, CA 92131

Employment

BAE Systems, San Diego, CA; Software Engineer Sr.

June 2016 – Present

CEREUS – Software Engineering Lead

Q4 2023 – Present

- Responsible for coordinating with BAE-internal teams to onboard various high TRL algorithms as well as coordinating with external companies' such as the lab where our software needed integrated to ensure the collection of to ensure a successful demonstration of our prototype's capabilities.
- Responsible for mentorship of two relatively junior engineers while also individually completing several complex technical tasks required for the integration in the customer-required lab.

CBC2 – Deputy Software Engineering Lead

- Responsible for creating sprint plans, helping engineers with tasking, following up with engineers to ensure any technical debt being created will be addressed in future sprints, leading scrum and developing software as needed.

2020-2022

A-Team – Software Engineering Lead

- Responsible for mentoring junior engineers on program through a number of means, such as providing feedback on pull requests and helping with tasks by participating in pair programming with junior engineers.
- Coordinated with 3 teams who were in remote BAE Systems facilities as well as external companies while also taking customer feedback to help drive integration efforts of all the teams. As the user interface team, it was common that my team would discover integration issues between the various teams which we would then work to resolve with the various external teams.

Optionally Manned Fighting Vehicle IRaD – Software Engineering Lead

2021 – 2022

- Created and delivered ~20 releases in 6 months for integration team while soliciting feedback to quickly iterate while coordinating integration of various features with 3+ BAE Systems internal teams.
- Coordinated with remote development teams to ensure that our product was meeting their needs on site.
- Program received Chairman's award from our successful integration with remote teams in CA, TX, and MA states.

Various Early Career Programs

2016 - 2021

- I was hired out of college to BAE Systems.

Technical Abilities

Languages:

- Expert: C#, C++
- Proficient: TypeScript, JavaScript, Java
- Novice: C, Python
- Familiar: HTML/CSS, MySQL, NoSQL

Software Development Tools:

- Expert: Unity3D
- Proficient: GitLab, GitHub, Jira, Visual Studio, Visual Studio CODE, CMake, Junit, RTI DDS, React, Redux, Docker, Helm Charts, BitBucket, NUnit, Google Test, Google Protobuf, Kafka, ActiveMQ
- Novice: Gradle, Maven, Magic Draw

Recent Reading: Effective Modern C++, Effective Model Based System Engineering

Misc. Experience: 15+ years of 2D/3D animation experience, 10+ years of 3D modeling experience in Blender.

Programming Knowledge: Extensive knowledge of design patterns and object-oriented programming.

Independent Software Projects

Fall 2017 - Current

Unity 3D Game Development

- Developing software architecture knowledge by maintaining a ~3,500-commit codebase for years.
- Mentoring non-software engineer on various software development techniques and design patterns.

Education - Indiana University, Bloomington, IN – Master's Degree and Bachelor's Degree in 2016 and 2015