

Mikhak M Buenaventura

contactmikhak@gmail.com

www.mikhakm.com

github: MikhakMisaghian

OBJECTIVE

To work as a Backend Developer with latest technologies on challenging projects.

SKILLS

JavaScript, Angular.js, Knockout.js, bootstrap, HTML, CSS, jQuery, AJAX, Web Performance Optimization, MongoDB, Nodejs, MySQL, PHP, PHP (CodeIgniter Framework), Python, C++/C, Java, OpenGL, C#, unity 3d, Git.

EXPERIENCE

Consultant at Google

April 2015 – February 2017

- Automated bug report for tracking existing and future bugs
- Wrote internal tools using Python, Go, SQL
- Creating and editing dashboards using Complex SQL queries for tracking and analyzing partners' health, receiving alerts, weekly reports, and etc.

Frontend Developer at Biggerpan, Inc,

June 2014 – March 2015

- Feature development for browser search engine product
- HTML, CSS, JavaScript, jQuery, Ajax, LAMP, Asana, Git

Software Engineer at Bally Technologies,

May 2013 – March 2014

- Developed tools for Unity: C#
- Improved company's internal tools: C++, Python, bash scripting, C#, .NET
- OS improvements: C, C++, shell scripting

EDUCATION

Udacity

December 2014 – April 2015

Front-End Web Developer Nanodegree

University of Nevada, Las Vegas

August 2010 - December 2012

Bachelor of Science in Computer Science, Minor in Mathematics

College of Southern Nevada

August 2008 - July 2010

COURSEWORK

Object Oriented Programming, Data Structures, Assembly Language, Algorithms, Automata, Internet Programming, Operating System, Compiler Construction, Software Product Design and Development, Database System, Computer Graphics.

ACADEMIC/SIDE PROJECTS

- Flappy Pets, Using Unity Game Engine, C#, NGUI
<https://itunes.apple.com/us/app/flappy-pets-for-cat-puppy/id824655920?mt=8>
- Flappy Thrones, Using Unity Game Engine, C#, NGUI
<https://itunes.apple.com/us/app/flappy-thrones-game-ice-bird/id848009103?mt=8>
- MSP (Mobile Spray Painting) app, Unity 3d, C#, Featured at UNLV Fall 2012 Senior Design, **-MSP (Mobile Spray Painting) - Won 1st Place of Computer Science at UNLV Engineering Senior Design, Fall 2012**
- Revutorium, Review System Community, Designed with teammates, Software Product and Design Development Course
- Online store, Using HTML, CSS, PHP, MYSQL, jQuery, AJAX, Internet Programming Course

ACTIVITIES/ACHIEVEMENTS

- MSP (Mobile Spray Painting) app, Unity 3d, C#, Featured at UNLV Fall 2012 Senior Design, **-MSP (Mobile Spray Painting) - Won 1st Place of Computer Science at UNLV Engineering Senior Design, Fall 2012**
- PriceDora's Box application - **won best use of Mashery.com API** in Zappos Recommerce HackDay (recommerceday.com) - 2011
- ACM member UNLV chapter – Competed in ACM Competition on Riverside, CA – 2011
- Upsilon Pi Epsilon International Honor Society
- Facebook Hacker Cup 2011
- Google Code Jam Algorithm Problems
- IEEE (Institute of Electrical and Electronics Engineers) Member – 2011