MIKAEL MANUKYAN

SOFTWARE ENGINEER

SKILLS

PLATFORM ENGINEER
INTERMEDIATE
Go, Networking, Cloud Foundry, Bash, Kubernetes, Istio, Envoy, ytt kapp

FRONT-END DEVELOPMENT
EXPERT
JavaScript, React Stack

BACK-END DEVELOPMENT
INTERMEDIATE
Node.js, MongoDB, SQL, PostgreSQL, Redis, ElasticSearch, RabbitMQ, GCP, AWS

MACHINE LEARNING
INTERMEDIATE
Python, Tensorflow, Theano, NumPy, SciPy, matplotlib

COMPUTER GRAPHICS
NOVICE
OpenCV, OpenGL

SUMMARY

I am a Software Engineer with over 7 years of experience. I am curious to challenge myself in small and big ways - from participating in hackathons and playing with Arduino to switching my area of interest - from Web Development to ML and pivoting to Platform Engineer. In the past, in a very short time, I was able to gain proficiency in Machine Learning and secured the position of ML Engineer.

My colleagues describe me as attentive to details. I became a recognized leader in every team I worked in. A big part of it is due to encouragement and mentorship I provided.

I enjoy building tools and products which help people to work and live more comfortable.

EXPERIENCE

SENIOR SOFTWARE ENGINEER
07/2019 - PRESENT
VMWARE

- Developed networking stack for Cloud Foundry on Kubernetes (cf-for-k8s) in Go
- Performed control plane benchmarks for Istio and Envoy and optimized cf-for-k8s networking stack
- Found and fix vulnerability in core library of Go which prevented DoS attacks on many system

PRODUCT TEAM LEAD
08/2017 - 04/2019
TEAMABLE

- Led the Product Team to develop a complex and interactive web application for Teamable based on React and Redux. It allowed Teamable to increase its market presence
- Evangelized web development best practices in the company
- Setup CI/CD pipeline for web services deployment with Jenkins and Bitbucket Pipelines
- Optimized Webpack and serving of static files, resulting in 30% speedup in application loading and navigation.
- Established core engineering policies across the company
- Led and built Front-end development team to create a modern web app
- Temporarily held position of Head of Engineering with 30 reports; aligned engineering teams communication; stabilized the company work environment.

RESEARCH ENGINEER
QUBE
10/2016 - 07/2017

- Was the head of the research team working on a state-of-the-art model for a real-time facial emotion reenactment using RGB camera (3D emoji). It was further developed into production-ready application Facehub.
- Created and optimized Deep Learning based image filters for mobile image editing application Pixomatic using Python and TensorFlow
- Prototyped image inpainting functionality for Pixomatic

LECTURER
ARMENIAN CODE ACADEMY
09/2016 - 05/2018

- Created and taught "Intro to React and Redux development" course where 8 from 10 of students were hired to top software companies in Armenia
- Designed and taught "Intro to JavaScript" course from scratch for Junior Developers where all students were transitioned to the next course
- Designed and delivered "Introduction to coding using JavaScript" course for absolute beginners for ~20 students.

TEACHING ASSISTANT
RUSSIAN - ARMENIAN UNIVERSITY
09/2016 - 12/2016

- Composed and assessed homework assignments for "Intro to Machine Learning" course
- The best student from the course was accepted to YerevaNN research lab as a Machine Learning Research Intern

CO-FOUNDER
TRUTHLY
07/2014 - 01/2016

- With two other co-founders created a product for anonymous personal feedback for self-development and entertainment
- Coded the back-end and the front-end of the product using MEAN stack.

SOFTWARE ENGINEER
SIMPLY TECHNOLOGIES

06/2013 - 12/2016

- Developed a React based web application for real-time monitoring of Machine Learning models using D3
- Led development of a MEAN stack based application for real-time car customization, developed a pseudo-3D engine for car customization with vanilla JS.
- Scaled web application from 10k monthly users to 2M monthly users
- Developed backend for a mobile social network using Node.js, PostgreSQL, Redis
- Led development of a platform for registration, management and tournament organization for amateur sports clubs; used MEAN technology stack
- Was promoted to CTO. As CTO conducted technical interviews, shaped company's technology stack and adapted engineering processes.

EDUCATION

RUSSIAN-ARMENIAN (SLAVONIC) UNIVERSITY
M.S. COMPUTER SCIENCE

2014 - 2016

RUSSIAN-ARMENIAN (SLAVONIC) UNIVERSITY
B.S. APPLIED MATHEMATICS AND INFORMATICS

2010 - 2014