

# Hakob Chalikyan

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## EDUCATION

**University of California, San Diego**

Mathematics and Computer Science, B.S.

## WORK EXPERIENCE

**Software Engineer** | Nidec - Motion Control Engineering

*November 2021 – Present*

- Designed and developed a drag-and-drop application using .NET with C# that enables customers to fully customize elevator dispatching touch screens.
- Developed a monitoring software that communicates with elevator dispatching touch screens to display valuable information such as temperature, voltage, etc.
- Developed a virtual elevator dispatching screen allowing authorized users to make elevator calls from a computer/tablet from a remote location.
- Designed and implemented an API to allow for communication between the elevator controller and various applications to set parameters, send commands, and view monitors and statuses.
- Wrote scripts to dissect TCP and UDP communication protocols on Wireshark to make debugging more efficient for the whole software department.

## PROJECTS

**NBA Scorigami** - <https://scorigami.vercel.app>

- Utilized an NBA API with Python to compile all scores in NBA history and analyze final scores that have never occurred and final scores that occur most frequently.
- Developed a website using Next.js to display findings using an interactive heat map that allows data to be filtered by team and year.
- Created a Cron job to update daily with new game scores.
- Created a bot on X to post updates after every NBA game.
- Utilized: Python, Typescript, Next.js, PostgreSQL, tRPC, Drizzle ORM, Tailwind, Cron job, D3.js

**Ball Street Bets** - <https://ball-street-bets.vercel.app>

- Created a daily fantasy sports platform that allows users to join competitions where they are given a portfolio of fantasy currency to buy and sell shares of their favorite sports teams.
- Utilized an API to get game and odds data. Real life game outcomes affect share prices in real time and the user with the biggest portfolio wins the competition.
- Implemented Stripe webhooks to allow users to buy in-game currency.
- Utilized: Typescript, Next.js, PostgreSQL, tRPC Drizzle ORM, Tailwind, Stripe

## SKILLS

**Languages:** C#, C++, Python, JavaScript, TypeScript, Java, MATLAB, Lua

**Frameworks:** Next.js, React, Node.js, Tailwind, .NET, WPF, Flask

**Tools and IDEs:** Git, PostgreSQL, Drizzle ORM, tRPC, Visual Studio Code, Visual Studio, Docker