# **Grigor Grantovich Sargsyan**

Email: gg.sargsyan.engineer@gmail.com
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Technical Skills

TypeScript, React, GraphQL, Postgres, Java, NodeJS, Python, C#, C++, LLM, Automation, AWS, Splunk

Interests

World History, Human Geography, Podcasts, Jiu Jitsu, Audiobooks, Backpacking, AS Roma

**EDUCATION:** 

**University of California San Diego** 

**BS: Mathematics – Computer Science**September 2015 – June 2017

**Lewis University** 

MS: Data Science August 2019 – September 2021

**WORK EXPERIENCE:** 

#### **CurbWaste**

## Senior Software Engineer - Frontend

09/2023 - Present

- Employee #16 at pre-Series A startup building vertical SaaS Cloud platform to digitize the waste industry in America.
- Lead refactor for frontend into TypeScript and supporting database migration from MongoDB to Postgres in NodeJS.
- Teamed up with Head of Product to improve UI experience, eliminate churn, and establish a scalable design system.
- Used Redux and GoogleMap API to build real time Routing system for dispatchers to capture mid-market customers.

#### Intuit

## Software Engineer – Frontend

01/2021 - 09/2023

- Responsible for feature development of the QuickBooks Online Payroll (QBOP) Workforce (WF) product across US, UK, and Canada with **4.5 million** QBOP and **2.4 million** WF active monthly users.
- Prototyped a paycheck estimator with Generative Al using ChatGPT LLM, LangChain, Java, and python.
- Grew Workforce by **900K new users** by reinventing the Self-Signup Invitation experience, empowering employees with the freedom to access their finances without the need for employer action.
- Saved 100s of engineering hours by automating CI/CD Jenkins jobs using the Cypress testing framework.
- Collaborated with Data Scientists and Product Managers to add metrics tracking, create Splunk Dashboards, and rolled out internal experimentation platform to run A/B testing and feature flags for QuickBooks Payroll.
- Tech stack used: Java, Docker, React, Typescript, GraphQL, Jest, Storybook, Styled Components, AWS, Splunk, Figma

### **Northrop Grumman**

## Software Engineer – Innovation Systems

07/2017 - 01/2021

- Built a multi-threaded Ignition Safety Device simulator in C# and C++ for testing the hardware of a real next generation missile used by NATO.
- Automated the expansion of telemetry memory maps and databases on the Byte level using Python and Anaconda.
- Optimized PostGres database transaction performance by 8% and eliminated redundancies in agile workflow.
- Hands on experience with distributed systems, Virtual Machines, and private cloud servers.