

# TIGRAN HAYRAPETYAN

## SOFTWARE ENGINEER

## CONTACT

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## PROFESSIONAL SUMMARY

Highly effective Software Engineer with 5 years of experience specializing in building robust, high-performance backend systems using Go and C#. Proven ability to drive efficiency by developing comprehensive business automation systems. Expertise includes architecting and implementing scalable backends for gambling websites, developing critical web and desktop admin tools, desktop applications for business automatization and creating reliable Telegram and WhatsApp bot services to enhance operational reach.

## EDUCATION

**Yerevan State University | 2018-2022**

Bachelors of Informatics and Applied Mathematics

## LANGUAGES

English - Upper Intermediate

Russian - Upper Intermediate

Armenian - Native

## WORK EXPERIENCE

**Microsoft - Edge Management Service | Contract | Remote | Mar 2026 - Present**

Software Engineer

### Key Responsibilities:

- Architected the end-to-end reporting layer from database to service, including raw data collection, aggregation pipelines, and GDPR-compliant data handling by ensuring no PII is stored in aggregated outputs.
- Designed and implemented automated nightly database backup routines to ensure data durability and business continuity.
- Built a proactive monitoring system that detects statistical anomalies in reporting data and delivers automated notifications for timely investigation.
- Developing lightweight internal tools for seamless data export and import across heterogeneous data sources.
- Worked with SQL Server and Redis on Azure infrastructure, writing backend services in C#/NET.

**Technologies:** .NET Core, C#, SQL Server, Redis, Azure

**SoftConstruct - Live Casino Development (CreedRoomz) | Full Time | On-Site (Yerevan) | 2023 May - Present**

Backend Engineer

### Key Responsibilities:

- Led migration of the core backend from .NET Framework to .NET Core, improving performance, maintainability, and long-term scalability of the platform.
- Designed and built 3 microservices in GoLang to decouple business logic from the monolithic main service, improving modularity and independent deployability.
- Architected and developed a Shuffler Management System that tracks and schedules shuffle operations in FIFO order, centralizing control of all shufflers through a single management interface.
- Built KPI reporting systems for shufflers, chat moderators, quality supervisors, and operations supervisors — providing visibility into performance metrics and workload across teams; optimized existing KPI reports for speed and accuracy.
- Refactored core betting logic and implemented a free chip betting feature, extending platform capabilities for end users.
- Developed Roulette and Blackjack game engines from scratch and contributed to refactoring of existing game implementations.
- Designed a Game Simulation Service architecture that provides a reusable framework for simulating any game type, enabling statistical outcome analysis across the platform.

**Technologies:** .NET Core, .NET Framework, C#, ASP.NET, Entity Framework (EF), Dapper, WPF, GoLang, GORM, Gin-Gonic, SQL Server, Redis, MongoDB, RabbitMQ, RestAPI, gRPC, xUnit, Azure, Docker

**MerSoft - Business Management Systems Development | Full Time | On-Site (Yerevan) | June 2021 - May 2023**

Software Engineer

### Key Responsibilities:

- Engineered significant performance optimizations for the core desktop application, successfully identifying and eliminating critical memory leaks to enhance stability and long-term resource efficiency.
- Optimized the underlying database logic and SQL execution for core functionalities, reducing server-side processing time by 40% during peak hours, resulting in a smoother, faster user experience within the connected desktop application.
- Collaborated with design teams to refine the desktop application's User Interface (UI) and User Experience (UX) using Windows Forms And WPF, ensuring maximum ease of use and achieving a final design focused on application speed and intuitive navigation.
- Led the refactoring and modernization of the Data Access Layer (DAL), replacing legacy technologies with the Dapper ORM and modern C# principles, which improved code maintainability and increased data retrieval speed by 50-80%.
- Developed a dedicated backend service in C# designed to work in tandem with the existing desktop application, enabling the deployment of essential, complementary functionalities for mobile devices.
- Integrated the core system with specialized biometric devices (Anviz and ZKTeco) to capture employee time-in and time-out data, enabling the consolidation and real-time visualization of attendance in a timesheet.

**Technologies:** .NET Core, .NET Framework, C#, ASP.NET, Entity Framework (EF), Dapper, WPF, Windows Forms (WinForms), SQL Server, RestAPI, Azure

## SKILLS

Programming Languages: C#, Go, Python

System Design: DDD, Clean Architecture, Microservices, Monolithic

ORM: Entity Framework (EF), Dapper ORM, ADO.NET, GORM, sqlx

Databases: SQL Server, PostgreSQL, MongoDB, Firestore (Firebase), Redis

Desktop: WPF, Windows Forms (WinForms), MVVM

Communication & Messaging: RestAPI (RESTful API), gRPC, RabbitMQ

Testing: xUnit

Version Control: git

Cloud & Devops: Azure, Docker, CI/CD