

Sergey Hayriyan

Software Engineer

Yerevan, Armenia | sergdevone@gmail.com | slateblua.github.io | linkedin.com/in/sergey-h-github.com/slateblua

Summary

Software Engineer with 2 years of production experience building large-scale products with millions of daily users. Strong foundation in Java, Kotlin, object-oriented design, profiling and performance optimization. Experienced in gameplay development, performance and stability improvements in mobile environments.

Experience

Software Engineer II, Rockbite Games – Yerevan, Armenia Nov 2025 – Mar 2026

- Implemented REST API integrations for backend-driven game features, events, and custom layouts.
- Continuously profiled runtime performance with IntelliJ Profiler and VisualVM and reduced memory usage by ~20%, improving stability on constrained devices and cutting ANR rates.
- Improved engineering workflows using GitHub Actions, automating monitoring, failure notifications and task management.
- Mentored new developers and wrote developer-facing documentation, including onboarding guides and internal runbooks.

Software Engineer I, Rockbite Games – Yerevan, Armenia May 2024 – Nov 2025

- Developed core gameplay systems for Idle Outpost, a mobile game with **50M+** downloads.
- Built live-operations systems enabling content updates and balancing without client releases.
- Integrated and maintained third-party SDKs for advertising (AppLovin), authentication (Firebase) and analytics (AppsFlyer).

Open Source

Created [MathType](#), an open-source typing plugin for Obsidian with 3,000+ downloads.

Contributed to [LibGDX](#) (25.3k GitHub stars), a widely-used cross-platform game development framework.

Education

American University of Armenia, B.S. in Computer Science – Yerevan, Armenia May 2027

- Relevant coursework: Object-Oriented Programming, Data Structures, Introduction to Algorithms, Database Systems, Game Development, Game Design, Probability, Statistics

Skills

Languages: Java, Kotlin, C++, Lua

Game Development: LibGDX, Unity, Love

Tools: Git, GitHub Actions, Gradle, IntelliJ Profiler, VisualVM

Writing: Technical Writing, Documentation

Languages

Russian (C2), Armenian (C2), English (C2), German (B1)