

Sergey Hayriyan

Software Engineer

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Summary

Software engineer with 2+ years of production experience building performance-sensitive applications used by tens of millions of users. Strong foundation in Java, Kotlin, object-oriented design, asynchronous programming, REST APIs, data-driven systems, profiling, and production maintenance. Public work spans Android apps, Graphical simulations, Lua game projects, TypeScript plugin development.

Experience

Software Engineer (Junior to Middle), Rockbite Games – Yerevan, Armenia May 2024 – Mar 2026

Production software development for Idle Outpost, a large-scale live mobile product with 50M+ downloads and tens of millions of dollars in global revenue.

- Implemented backend communication layers using REST APIs, structured data exchange, and validation.
- Designed and implemented gameplay-facing systems, progression logic, and data-driven content workflows.
- Integrated third-party SDKs for ads, authentication, analytics, and attribution.
- Profiled runtime behavior and reduced memory usage by about **20%**.
- Worked with analytics instrumentation, including AppsFlyer event pipelines, to support data-driven product decisions.
- Participated in CI/CD workflows, beta testing, player bug reproduction, and iterative improvements of production systems.

Projects

MathType – TypeScript, JavaScript, CSS 2025

Obsidian plugin for typing math faster with natural-language suggestions.

- Built quick suggestions for mathematical expressions, symbol lookup, and MathJax autocompletion.
- More than 3.000 downloads.

Heartspace – Kotlin, Jetpack Compose 2025

Mood tracker app built with Compose.

- Demonstrates Kotlin mobile development with declarative approach.

Education

American University of Armenia, BS Candidate in Computer Science, Philosophy – May 2027
Yerevan, Armenia

- Relevant coursework: Computer Science with Java, Object-Oriented Programming (Java and C+ +), Data Structures, Algorithms.
- Additional coursework: Mobile Application Development, Game Development, Database Systems, Statistics, Probability, Understanding Data.
- Strong performance in philosophy and writing courses, supporting precise reasoning and communication.

Skills

Languages: Java, Kotlin, TypeScript, C++, C#, Lua, Python, SQL

Software Engineering: Object-oriented programming, functional programming, design patterns, algorithm design, asynchronous programming

Systems and APIs: REST APIs, HTTP, runtime profiling, memory optimization

Tooling: Git, GitHub, GitHub Actions, CI/CD workflows, Gradle, build systems, Linux

Languages

Russian: C2

Armenian: C2

English: C2

German: A2