

Hovhannes Muradyan

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Summary

Computer Science student at UC Santa Cruz focused on full-stack software engineering and scalable web applications. Experienced with Next.js, React, Supabase, SQL, TailwindCSS, and TypeScript, with additional Unity/C# game development experience. Interested in new graduate software engineering roles, especially full-stack product engineering and interactive systems.

Experience

Freelance Full-Stack Engineer

Jan 2025 – Present

Confidential Client

Remote

- Architecting and developing a multilingual, location-based community-commerce platform combining social feeds, user profiles, forums, direct messaging, local business discovery, advertising, marketplace, job listings, and media-rich content.
- Built a digital gifting and redemption system that allows users to purchase products or meals from local businesses, send personalized gifts, and redeem them using scannable barcodes.
- Serving as the sole engineer across frontend development, backend workflows, PostgreSQL database architecture, authentication, media storage, access control, localization, and production deployment using **Next.js**, **TypeScript**, **Supabase**, and **TailwindCSS**.
- Implemented Incremental Static Regeneration and optimized data-fetching patterns to improve performance and scalability across content-heavy, location-specific pages.

Full Stack Engineer

Aug 2024 – Jan 2025

Here For You

Remote

- Developed a community-driven platform connecting users with support resources and community networks.
- Built and maintained full-stack features using **Next.js**, **Supabase**, and **TailwindCSS**.
- Collaborated on responsive UI, authentication flows, backend data integration, and user-facing platform improvements.

Full Stack Engineer, Team Lead

Oct 2024

CalHacks 2024, UC Berkeley Hackathon

Berkeley, CA

- Led development of **StudyBuddy**, a platform designed to connect like-minded students in real time.
- Integrated **Supabase** with **Agora** to support real-time communication and data synchronization.
- Implemented a matching system using OpenAI's model and Supabase real-time data.
- Developed chat functionality and a synchronized listen-along music experience.

Individual/Group Tutor

Jan 2024 – Mar 2024

Baskin Engineering, UC Santa Cruz

Santa Cruz, CA

- Tutored students in a university-level Game Design course, covering programming concepts and project development.
- Helped lead discussion sections, explain course concepts, review student projects, and organize online office hours.

Projects

pet75 — UCSC Capstone

Next.js, TypeScript, Supabase, Express, Docker

- Built a gamified coding-practice platform combining LeetCode-style problems with evolving virtual pets, rewards, inventory, and progression systems.
- Developed an **Express REST API** and isolated Docker environments to execute JavaScript and Python submissions and return detailed test-case feedback.
- Implemented GitHub OAuth, Supabase Realtime pet-state synchronization, scheduled Edge Functions, inventory and evolution systems, and animated 3D pet models.

Reap & Sow

Unity, C#

- Developed gameplay and visual systems for a 2D roguelite game built in Unity over two academic quarters.
- Implemented player movement, interaction systems, parallax backgrounds, and animated environmental components.

Melo

Next.js, Spotify API

- Built a music discovery platform that helps users find new songs based on listening habits using the Spotify API.
- Developed personalized recommendation features and responsive UI components in Next.js.

Education

University of California, Santa Cruz

Expected 2026

Bachelor of Science in Computer Science

Santa Cruz, CA

Relevant Coursework: Data Structures & Algorithms, Computer Architecture, Computer Systems & C Programming, Computer Systems & Assembly, Artificial Intelligence, Machine Learning Basics, Database Systems, Principles of Computer System Design, Algorithm Analysis, Applied Discrete Mathematics

Skills

Languages: TypeScript, JavaScript, Python, Java, C, C++, C#, SQL, Rust, Go

Front-End: React, Next.js, TailwindCSS, Chakra UI, HTML5, CSS3

Back-End & Databases: Supabase, Node.js, Express.js, Flask, REST APIs, PostgreSQL, SQLite, MongoDB

Tools: Git, GitHub, Docker, Vercel, Unity, Blender, Linux, Figma