MONIKA **Stepanyan**

FULLTIME LECTURER

PERSONAL INFORMATION

- Residence Armenia
- Email monikastepanyan@gmail.com

WORK EXPERIENCE



EDUCATION

AUA 2019 - Present **MS in Computer and Information Science** GPA: 4.0

AUA 2015 - 2019 **BS in Computer Science** GPA: 3.97

PROJECTS **4D GAME ENGINE** AUA 2021 Spring 4D game engine module for Unity developed as a Capstone Thesis Project **3D CONTENT EDITOR** ARize 2021 Spring Runtime model editor developed for **platform.arize.io OCREATE** AUA 2019 Fall A desktop OCR-based PDF/Image-to-Text Converter application AUA **CAPSTONE PROJECT** 2019 Spring An AR application developed as a capstone project that was later turned into a startup SUDOKU GAME SOLVER AND GENERATOR AUA 2018 Fall A program for solving and generating Sudoku problems using different algorithms AUA POKEDEX 2018 Fall An application based on a Pokemon database

ACHIEVEMENTS

Scholarship Recipient AUA Full Academic Scholarship recipient for 2016-2021 academic years

ADDITIONAL ACTIVITIES

- ICPC NERC19 AUA team member
 Took part in the International Collegiate Programming Contest as a member of AUA team.
- Seaside Startup Summit 2019 participant
 Represented Agourmet at SSS 2019
- Industry trek to Silicon Valley participant
 Participated in a 10-day trip to Silicon Valley organized by AUA
- 🕈 Global Game Jam 2018-2019 participant