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✉ danny.simonyan@gmail.com

📍 Vancouver, BC

🌐 [linkedin.com/in/daniil-simonian](https://www.linkedin.com/in/daniil-simonian)

Skills

C

C++

C#

Python

Java

TypeScript

SQL

Redis

Node.js

React

HTML/CSS

Docker

Ansible

Amazon Web Services

Google Cloud Platform

Git

Unreal Engine 5

Unity

FastAPI

Blender

Languages

English (advanced)

Russian (native)

Armenian (bilingual)

French (elementary)

Daniil Simonian

Software Developer

Dedicated Software Developer with a Bachelor of Science in Computing Science and Data Science with experience in building scalable applications. Proficient in C++, C#, Python, TypeScript, and cloud infrastructure, with a track record of optimizing system performance and delivering user-focused web solutions.

Work experience

Sales Representative

January 2026

Karma Dealership, Vancouver

May 2026

- Delivered customer-focused sales support by helping clients find suitable cars and answering questions about features and options.
- Contributed to sales performance by building rapport with customers and providing a professional in-store experience.

Software Developer

April 2023

VXSoft LLC, Yerevan

August 2023

- Developed web applications using Python with the Wheezy.Web framework to support government tender management systems
- Integrated SQLite for lightweight, reliable database storage and query handling
- Built interactive front-end components with JavaScript, improving user experience and usability
- Optimized system performance, reducing bid processing time by 30% through efficient query design and caching
- Ensured scalability and reliability, successfully supporting 500+ concurrent users during peak tender submission periods

System Administrator Intern

January 2023

VXSoft LLC, Yerevan

March 2023

- Deployed and managed Docker containers to isolate and run services
- Configured Ansible for automated server configuration and application deployment
- Developed and maintained internal tools using Python with the Wheezy.Web framework
- Provisioned and managed AWS EC2 instances, ensuring optimal use of cloud resources

Education

Bachelor of Science, Major in Computing Science

January 2025

Simon Fraser University, Burnaby

Current

● Projects

Multiplayer Game (Horizon Expedition)

December 2024

Current

- Designing and developing a multiplayer game in Unity using C# and the Mirror networking framework
- Implemented player authentication with secure session tokens (AES encryption, SQL-based user management)
- Developed server architecture with Node.js (master server, lobby management) and AWS EC2 for scalable deployment
- Integrating multiplayer mechanics: session flow, item looting and persistence across sessions
- Collaborating with 15+ person team using GitHub, managing tasks through agile practices and version control workflows
- Gaining experience in networking, database design, cloud infrastructure, and game systems architecture

Telegram School Bot

March 2021

May 2021

- Developed a Telegram Bot in High School exploited by 200+ students using Python telebot library
- Implemented PostgreSQL database to store users
- Integrated with the school website via API to automatically fetch and broadcast new announcements and news
- Implemented role-based admin panel and inline keyboard navigation for better UX
- Deployed via Heroku