

Kevin Manoukian

Systems and Software Engineer

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Summary of Qualifications

- U.S. Citizen.
- Systems and software engineering experience in development, test automation, and technical support.
- Skilled in systems programming, networking, databases, cloud computing, AI-assisted development, technical documentation, and Linux/Windows/macOS environments.
- Experience with Jira/Kanban boards for task tracking and project coordination.

Relevant Experience

Source Code

Mill Creek, WA

Junior Systems Engineer

September 2024 – Current

- Researched and evaluated open-source and commercial solutions through feasibility studies and proof-of-concept projects to determine their viability for internal use and potential productization for storage solutions, and AI solutions using NVIDIA Blueprints.
- Built, configured, and deployed lab environments, including VMs, containers, and VPN access, to support internal projects.
- Conducted testing and performance benchmarking on servers using tools like Phoronix Test Suite to assess reliability and performance.
- Used AI tools to develop software, system solutions, and documentation.

Conversion Logix

Bothell, WA

Software Engineer Intern

May 2024 – August 2024

- Documented instructions for bootstrapping projects using Confluence and tracked stories and progress on tasks using Jira, improving future team efficiency.
- Developed and modified features for an internal website using Node.js, Next.js and NestJS, enhancing user experience. Automated tests using Playwright and LambdaTest, ensuring software reliability.

RMS Computer Corporation

Everett, WA

IT Field Technician

August 2022 – May 2024

- Worked under Dell at the Boeing Factory in Everett, WA, providing technical support and ensuring smooth operations.
- Imaged, installed, and uninstalled Dell computing equipment, monitors, and peripherals.
- Developed and maintained automation scripts to streamline operations, including bug fixes, backups, restores, and software installations, increasing efficiency.

Projects

Understanding campus spaces

- **Awarded First Place Team** at WSU Everett Hackathon, *CougHacks 2026*.
- Web application with a single pane of glass for students and security.
- Security can monitor designated areas on campus for known and unwelcome individuals and unknown individuals using encrypted at rest facial recognition paired with IoT devices capable of video/audio streaming.
- Students can view the campus floorplan as a heatmap of audio levels based on the microphone of the devices and find quiet or loud areas on campus.

More private conversations

- **Awarded First Place Team** at WSU Everett Hackathon, *CougHacks 2025*.
- Web and mobile applications for nursing home residents to converse with each other, family, friends, and others with personally identifiable information being filtered out before being saved in the database. This ensures the recipient of the message is not given that information.

Making habits visible

- **Awarded First Place Team** at WSU Everett Hackathon, *CougHacks 2023*.
- Web application for habit tracking with SvelteKit for frontend and Flask for backend API.
- Utilized cloud computing for deployment and PostgreSQL database to securely store information.

Skills

Operating Systems: Windows, Linux (Debian, Ubuntu, Arch), macOS

Languages: C, C++, C#, Verilog HDL, Java, Python, JavaScript, Visual Basic, Lua, Assembly, and LaTeX

Technologies: Git, unit testing, NVIDIA NIMs, Web Servers, Virtual Machines, Docker, SQL Databases, Networking, Cloud Computing, Node.js, APIs, .NET, WPF, WinForms, Unity Editor, FPGA, Arduino

Education

Washington State University

Fall 2025

B.S. Software Engineering

- Vice President of Association for Computing Machinery (ACM) of WSU Everett 2023-2025
- Learned core concepts in Software Engineering, including *Software Engineering Design Principles*, *Advanced Data Structures & Algorithms in C++*, *Computer Architecture*, and others. Completed *Multivariable Calculus*.