

pavenkodanielofficial@hotmail.com  
(704)-777-4104

**Dan Pavenko**

Github: Danpav1  
LinkedIn: dan-pavenko

## EDUCATION

---

<b>Shippensburg, PA</b>	<b>Shippensburg University</b>	<b>Aug 2021 - (May 2026)</b>
• BS in Software Engineering		<i>GPA: 3.827</i>

---

### RELEVANT COURSES

#### Shippensburg University

- CSC 104 - Programming in Python
- SWE 100 - Intro to Software Engineering
- ENGR 120 - Programming for Engineers

## RELEVANT PROJECTS

### [Pathfinding Program](#)

This was a **Java** project that I had personal interest in and did on my own time. It features a console UI, applied Polymorphism for better program organization, multiple pathfinding algorithms, The ability to read mazes from text files, Stacks, Exceptions, Runtime counting for efficiency, and more. The program uses pathfinding algorithms to solve any maze given to it.

### [RegEx](#)

Created a program using **Java** to help me understand regular expressions and their implementations better. This program has a simple console interface. The program also counts the number of occurrences of a particular regex phrase you would like to check and checks within a directory that you input.

### [ZipCode Encoding](#)

This **Java** project reads and writes Zip Codes / Postal codes using the POSTNET (Postal Numeric Encoding Technique). JUnit tests and exceptions were used heavily for quality assurance

## CODING LANGUAGES & TECHNICAL SKILLS

### Proficient In:

- Java – able to code simple solutions and JUnit tests for complex problems utilizing Test Driven Development. Familiar with object-oriented design procedures and the developmental process of such design.
- Python – experienced in using Python to code programs for data analysis, task automation, and more.

## CURRENTLY LEARNING

- 
- C – As part of ENGR 120 - Programming for Engineers
  - Unity Engine & C# – As a hobby