

Daniel Pavenko

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PROGRAMMING SKILLS & TECHNOLOGIES

- **Languages:** Java, C, Python, Bash, LaTeX, HTML, CSS, C#, SQL
- **Technologies & Frameworks & Libraries:** Git (Github, Gitlab), React, Bootstrap, Swing, VS Code, Eclipse, CLion, RegEx, .NET

EDUCATION

- **Shippensburg University of Pennsylvania** Shippensburg, PA
BS in Computer Science - Artificial Intelligence *Jan. 2021 – (exp.) Dec. 2025*
 - ABET Accredited program
 - GPA: 3.606
 - Honors & Awards: Deans List Student for 3/4 semesters
 - Relevant Courses: Design & Analysis of Algorithms, Database Management Systems, Operating Systems, Computer Organization, Elementary Linear Algebra, Design Patterns, Programming for Engineers, Discrete Mathematics, Intro to Software Engineering, Programming in Python.

EXPERIENCE

- **Schreiber Foods** Shippensburg, PA
Technology Intern *Sep 2023 - Present*
 - Practically learned the Agile Philosophy as well as the Scrum and Kanban methodology.
 - Managed and maintained both our server and the Oracle database for our plant, which had 600 employees.
 - Received insight on different cloud technologies the company uses, such as Microsoft Azure, and Amazon Web Service (AWS).

PROJECTS

- **Path-finding Algorithm Visualizer** Java, Git
github.com/Danpav1/MazeProgram
 - Developed different search algorithms such as Depth First Search, Flood Fill and A*.
 - Utilized high level concepts within Object Oriented Programming such as Polymorphism, Inheritance, Encapsulation and Abstraction to create adaptable and human readable code.
 - Implemented an intuitive UI with the ability to read in mazes from text files.
- **Humans, Zombies and Aliens Game** Java, Swing, JUnit, Gradle, Git
github.com/Danpav1/Humans-Zombies-and-Aliens-Game
 - Developed an interactive UI using Java Swing to display and control our game.
 - Implemented High Level design patterns such as Strategy, Singleton, Factory, Command, Observer, Adapter, State, Visitor, Iterator and Composite to promote re-usability and create robust code.
 - Developed using Test Driven Development, JUnit testing and custom exceptions to minimize bugs and ensure an organized and rugged game.
 - Extensively used git to coordinate and collaborate with our team.
- **Portfolio Website** HTML, CSS, JS, JSX, React, Bootstrap, Git
github.com/Danpav1
 - Used React to "componentize" my HTML for less code duplication, better organization and better readability.
 - Incorporated Bootstrap to create a "mobile-first" website that formats and looks great on all platforms.