Daniel Pavenko

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Programming Skills & Technologies

- **Languages**: Java, C, Python, Bash, LaTex, HTML, CSS, C#

- **Technologies & Frameworks & Libraries**: Git (Github, Gitlab), 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, Bootstrap, Git

  github.com/Danpav1

  - Incorporated Bootstrap to create a "mobile-first" website that formats and looks great on all platforms.