

Daniel Pavenko

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PROGRAMMING SKILLS & TECHNOLOGIES

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

EDUCATION

- **Shippensburg University of Pennsylvania** Shippensburg, PA
BS in Computer Science & minor in Mathematics - ABET Accredited *Jan. 2021 – (exp.) Dec. 2025*
 - GPA: 3.647
 - Honors & Awards: Deans List Student for all 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, Probability And Statistics for Engineers.

EXPERIENCE

- **Schreiber Foods** Shippensburg, PA
Technology Intern *Aug 2023 - Present*
 - Practically learned and used 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).
 - Deployed a Pure Storage Flash Array, IBM AIX, Cisco Switches, Patch Panels, Laptops and Desktops.

PROJECTS

- **Path-finding Algorithm Visualizer** Java, Git
github.com/Danpav1/MazeProgram
 - Developed different search algorithms such as Depth First Search and Flood Fill.
 - 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.
 - Heavily utilized HTML and CSS to create an appealing, interactive design.