Daniel Pavenko

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danpav1.github.io/

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LANGUAGES & TECHNOLOGIES

- **Languages**: (English, Russian) - Java, C, Python, Bash, LaTex, HTML, CSS

- **Technologies & Frameworks & Libraries**: Git (Github, Gitlab), Bootstrap, Swing, VS Code, Eclipse, IntelliJ, CLion, RegEx, .NET, Valgrind, Linux

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, Operating Systems, Computer Organization, Design Patterns, Programming for Engineers, Intro to Software Engineering, Programming in Python.

EXPERIENCE

- **Schreiber Foods** — Shippensburg, PA

  Technology Intern — *Aug 2023 - Present*

    ◦ Applied the Agile Philosophy as well as the Scrum and Kanban methodology.

    ◦ Managed and maintained our server and Oracle database for our plant of 600 employees.

    ◦ Gained understanding on different cloud technologies, such as Microsoft Azure, and Amazon Web Service.

    ◦ Deployed a Pure Storage Flash Array, IBM AIX, Cisco Switches, Patch Panels, Laptops and Desktops.

PROJECTS

- **Process Shell** — C, Bash, Valgrind, Git

  https://github.com/Danpav1/shell/tree/main

    ◦ Developed a Unix shell in C, featuring custom scripting, I/O redirection and built-in / parallel commands.

    ◦ Utilized process management and multi-processing to run commands in parallel.

    ◦ Implemented a custom testing harness to utilize test driven development to ensure a robust program.

    ◦ Designed a custom tokenizer to enhance command line parsing and error processing.

- **Humans, Zombies and Aliens Game** — Java, Swing, JUnit, Gradle, Git

  https://github.com/Danpav1/Humans-AliensGame

    ◦ 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

  https://github.com/Danpav1/DanPav1.github.io

    ◦ 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.