

Daniel Pavenko

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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** Bootstrap, Tailwind, HTML, CSS, 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.