

David Malevsky

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Summary

Driven student passionate about serving others and excelling in Computer Science. Quick to learn through training and hands-on experiences. Collaborative team player eager to expand skills across diverse fields.

Education

University of Florida, College of Engineering

Bachelor of Science in Computer Science

- GPA: 3.4

Gainesville, FL

Graduation May 2023

Antonian College Preparatory

High School Diploma

- GPA: 96.4

San Antonio, TX

Graduation May 2019

Work Experience

U.S. Department of Defense

Java Developer

June 2021 - Aug 2021

- Developed an experimental command and control station using Java programming for a human-autonomy teaming project for the next generation combat vehicle

Freelance Web Designer

Web Developer

June 2022 - Present

- Conceptualized and executed superior UX/UI designs for various websites, notably for a medical professional, leading to high conversion rates and a 5x boost in client acquisition. Leveraged effective SEO strategies and Google Ads campaigns to enhance visibility. Technologies utilized include HTML, CSS, PHP, and JavaScript. Link: everythingpt.com
- Collaborated with University of Florida professors to design custom websites, aiding in cultural consultancy and athlete career pathfinding, leveraging technologies such as React.js, MongoDB, and PHP. Developed a database-driven medical site (in development) using MySQL and phpMyAdmin. [Link: mystsa.net, rls2consulting.com]

Lead Trust Media Group LLC

Front end Developer

May 2023 - Present

- Designed and implemented a comprehensive CRM system using Vue.js, HTML, CSS, and JavaScript. Enhanced operational efficiency, customer interactions, and data management processes.

Projects

Lost In Futility

Android Game (Google Play Store)

Dec 2020 - Jan 2021

- Lead Developer for Lost in Futility, a 3D video game coded from scratch and published using Godot game engine and GDscript

BitTorrent Clone

University of Florida

Oct 2022 - Dec 2022

- Designed and created an asynchronous P2P file-sharing system between clients on different machines utilizing multithreading in Java.

Polygon Wizards

Steam Multiplayer Game

June 2020 - Aug 2021

- Programmed a fully working multiplayer game using C# and unity game

Skills

Programming Languages

Java, Python, PHP, C/C++/C#, HTML/CSS, JavaScript, SQL, Assembly, MongoDB, React, BASH Scripting

Database Systems

Oracle SQL, MySQLWorkbench, PhpMyAdmin, Firebase, SQLite

Platforms And Libraries

Linux, Windows, ARM, VHDL, MATLAB, React Native, Unity, Laravel, Xampp, Vue.js

Misc Skills

Google Ads, Facebook Ads, Email Marketing, SEO, Keyword Research

Certifications

Google Ads Search Certification, Certified Blockchain Developer, Meta Front-End Developer Professional Certificate