David Malevsky

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Education

University of Florida, College of Engineering   *Gainesville, FL*
Bachelor of Science in Computer Science   *Graduation May 2023*
- GPA: 3.3

Work Experience

National Security Innovation Network
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*
- Programmed a professional and engaging website for a University of Florida professor's cultural consulting business, showcasing their expertise and services while optimizing user experience and navigation. HTML/CSS/PHP (https://www.rls2consulting.com/)
- Programmed an engaging website website for a medical professional and programmed the meta tags to rank higher in Hallandale local area which is actively getting him more customers using using HTML/CSS/PHP/Javascript (https://www.everythingpt.com/)
- Programmed a website for a UF computer science professor to help athletes find their career path using react js and mongoDB (http://mystsa.net/)
- Programmed a website idea for another medical professional with a database in mysql and phpmyadmin, currently working on hosting it right now

Michael Ann Russell JCC
Junior Counselor   *June 2017 - August 2017*
- Demonstrated effective communication and teamwork skills while caring for children aged 3-13.
- Managed time efficiently and ensured daily activities were executed according to schedule.

Michael Ann Russell JCC
Counselor in Training   *Summer 2015, Summer 2016*
- Collaborated with a diverse team to provide a safe and enjoyable environment for children in tennis camp.
- Honed problem-solving abilities and adaptability, earning the "Counselor of the Week" award for outstanding performance.

Edible Arrangements
Prep Manager   *Spring 2018*
- Maintained a clean and efficient work environment, highlighting attention to detail and organization skills.
- Assisted with food preparation, showcasing the ability to follow instructions and work under pressure.
- Oversaw arrangement, preparation, and packaging of food items.
- Coordinated food items to be ready for deliveries on time.

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   Java, Python, PHP, C/C++/C#, HTML/CSS, JavaScript, SQL, Assembly, MongoDB, React, Unity Game engine

Languages

English   Professional proficiency
Russian   Semi proficiency
Spanish   Limited proficiency

References available upon request.