Pavel Villing

Canadian Citizen| 778-829-7320| pavelvilling@gmail.com

Career Objective and Interests

As a motivated third year computer science student with a background in coding, I am interested in introductory developer roles to grow my technical skills. I am interested in both front end and back end development, roles such as working with user interface, as well as backend development and algorithm design. I have always had a passion for working with a team to bring ideas to life, through creative and practical software development. I take pride in building impactful software with others.

Skills

- Coding Languages: Python, C, C++
- Leadership & Team Coordination
- Problem-Solving & Decision-Making
- Time Management & Multitasking
- Strong Communication & Negotiation
- Ability to work individually and as a team member
- Adaptability & Quick Learning

Work Experience

King Detailing, Surrey, BC   *April, 2021– Present*
Owner

- Manage client relationships, ensuring high satisfaction and repeat business
- Develop and implement marketing strategies, including social media advertising and networking, to attract clients.
- Oversee financial aspects, including pricing, budgeting, and expense management, to ensure profitability.

Low Cost Towing LTD, Surrey, BC   *March 2022- Present*
Operations and Dispatch Manager

- Organize and maintain claims, invoices, and employee records for smooth business operations.
- Communicate with clients, insurance companies, and law enforcement to provide assistance and resolve issues.

Education

North Delta Secondary School   *September 2017 - June 2022*
Delta, BC

Simon Fraser University   *September 2022- Present*
Burnaby, BC   *Expected graduation Fall 2027*
Bachelors of Science, Computing science Major

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Projects

C++ Playlist Manager - *September 2024*

- Developed a fully functional **music playlist management system** using C++ with a linked list as the core data structure.
- Implemented essential OOP features: default/copy constructors, destructor, and overloaded assignment operator..
- Created and managed dynamic memory to insert, remove, and swap songs at specified positions, handling **edge cases and out-of-bounds access** safely.
- Built a **text-based user interface** to interact with the playlist, featuring options to add, delete, swap, and display songs.
- Focused on **clean memory management**, avoiding memory leaks, and ensuring program stability under dynamic user input.
- **Key Skills**: C++, Object-Oriented Programming, Linked Lists, Memory Management, Algorithm Analysis, User Interface

C Connect-N Game — *July 2023*

- Developed a terminal-based Connect-N game in C with dynamic memory allocation, modular design, and full input validation.
- Implemented game logic including move validation, win condition checking (horizontal, vertical, diagonal), and error handling for edge cases.
- Designed interactive gameplay with turn management, forfeiting after invalid moves, and visual board rendering using ASCII characters.

SIYS Corp program, Surrey, BC – *August 2020*

- Collaborated with a team to coordinate and execute community-driven projects benefiting local elementary schools.

- Organized and led a **tablet donation initiative**, working with schools to provide students in need with access to online learning resources.

- Planned and hosted an **arts and crafts competition and interactive games** at Green Timbers Elementary, engaging children in creative activities.

- Accumulated **120+ hours of volunteer experience**, demonstrating leadership, project management, and community engagement.