

# Pavlo Nazarchuk

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## Profile

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I am a highly motivated and competitive individual, committed to achieving the best possible results and continuously developing my professional skills. I trust in my creativity and imagination to generate innovative and practical solutions for any situation. I constantly strive to be the best version of myself in all areas of life. Furthermore, I believe that knowledge is boundless, a limitless measure that can always be expanded.

## Skills

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- Exceptional in communicative skills.
- Able to perform "multi-tasking" and work under pressure.
- Skilled in collective and individual work.
- Able to follow instructions and deliver quality results.

## Education

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**MEng University of Surrey**, Computer Science Sept 2020 – July 2025

- **Grade:** First-Class Honours
- **Final Year Project:** Named Entity Recognition in a Medical Context
- **Multi-Disciplinary Project:** Lunar Base Mission

## Experience

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**Sky UK**, Associate Developer Osterley, UK  
July 2022 - July 2023

- Develop automation tools to assist daily tasks of the team.
- Solve bugs across the extensive code base.
- Develop and maintain background services.
- Tools Used: Jira, React, Jenkins, MongoDB, API, Python, Shell Scripts, Nginx, SMTP Server

## Projects

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### Named Entity Recognition in a Medical Context

- Train an NER model using Spacy. Develop an automated web app integrated with a back-end to auto-train models on new data as well as process data.
- Tools Used: Python, React, HuggingFace, MongoDB

<https://github.com/MedNer-Surrey/MedNer-FYP> 

### ARM Assembly Game

- Develop a functional hangman game with randomization and lives using ARM Assembly
- Tools Used: Assembly

<https://github.com/PavloNa/ARM-Assembly-Hangman> 

## Technologies

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**Languages:** Java, SQL, JavaScript, React, Python, ARM Assembly, HTML, CSS, C++, Ruby

**Technologies:** MySQL Workbench, Jira, Confluence, Jenkins, VSCode