Viktor Pavuk

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GitHub

A self-motivated recent graduate of Concordia University in mathematics & statistics, with strong knowledge of programming, management, and finance. Looking for a junior software developer position to contribute to the success of the company while also getting hands on experience in the industry

□ SKILLS

- Java, C++, C#, Python. OOP and functional approaches. Data structures, higher order functions, multithreading. Algorithm design, complexity, and analysis. Code testing, debugging, and optimization
- Spring MVC and Boot, Hibernate frameworks: ORM and JPA, data, security and authorization, custom validators, REST and CRUD API implementation, microservices, fetching and using external APIs
- SQL and NoSQL databases: MySQL, SQLite, MongoDB, Redis, Neo4j, DynamoDB, Cassandra
- Docker, Git, Visual Studio, Bitbucket, IntelliJ, Jira, Agile (Scrum)
- Mathematical part of problem solving. Numeric and symbolic computation, optimization
- Knowledge of web development (HTML, CSS, JavaScript), including MERN (Mongo, Express, React, and Node), Angular
- Statistical data analysis. Conducting experiments, calculating deviations, defining statistical significance and outliers, interpreting results, making future predictions using least squares line / normal distribution
- Other tools: Google Docs, Maple, Mathematica, Jersey, Eclipse, NetBeans, Unity, Ubuntu, PyCharm

EXPERIENCE

05/2018 - 09/2018, 05/2019 - Present **Client Relationship Manager**

7 Etoiles | Moving Company

Assured website functionality, handled maintenance and client-company communication on a daily basis. Created sprints using Jira, changed website information during promotions, and built lasting relationships with clients by delivering excellent service. Negotiated price and maintained a constant stream of contracts by analyzing demand. Kept track of important information and deadlines using Scrum, Excel, and Google Docs. Provided customer support to clients and feedback to employees. Resolved clientcompany conflicts and collaborated with internal teams to achieve target goals

PROJECTS

03/2019 – Present **Self Employed**

Earned a total of 40 credits from computer science related courses at Concordia. Practiced and refined skills in multiple personal and cooperative projects. Combined and reused segments from my own and other people's code to solve progressively more complicated problems. Participated and helped improve performance of multiple projects, mainly by optimizing math and logic behind the implementation of methods using Maple. Pushed some of the finalized projects to my GitHub repositories. Constantly in the process of learning new skills, as well as improving the existing ones. Examples of projects using different languages and tools:

09/2020 MySQL Secure Company RESTful API with SpringBoot and Hibernate

Java, Eclipse EE (STS), ThymeLeaf, PostMan, JS, html, CSS

Created custom secure login and registration modules using Spring Security with BCrypted credential validation from MySQL database connected through Spring Data JPA. Added authentication requirements for visibility and functionality of pages outside of login or registration. Implemented constraints like password confirmation, unique id, and email "already in use", including custom server-side validation beans with redirecting to allow for comfortable re-entering of values in case of errors in user input. Created user, employee, product, and client databases. Joined client and employee tables via one to many mapping, employees can be assigned to their corresponding clients. All the databases can be manipulated using 2 distinct APIs: UI for tables in dynamic html pages (MVC + thymeleaf) or sending http requests via RESTful API. Used JS, CSS, and Bootstrap stylesheet to improve design and readability of web pages and to create an overall pleasant user experience. Added random fact and weather info services by requesting JSON from open source APIs and converting it into a hashmap. Work in progress, next step is adding other microservices, each on a separate server, and connecting everything via Docker

05/2020 Company Website Reviews Module

Html / JS / CSS, Visual Studio

Removed hard coded comments on company website and implemented dynamic slider that would rotate through 40 copied reviews from Squareapp (payment service) clients. Added buttons to allow for manual scrolling through the reviews and set fixed height to ensure that long reviews would not affect the positioning of other website's modules on the page. Created layout and design for the reviews to be similar with the ones found on Squareapp

04/2020 Java CRUD database operations Project

Eclipse EE, tomcat, dynamic html, servlets, jsp

Created and connected MySQL database ran on tomcat server to Java application through JDBC DriverManager. Designed and created schema for company with employees, departments, suppliers, and clients, and implemented CRUD operations to manipulate the database using dynamic web pages with java servlets and jsp. Added file upload to the server (localhost) to add notes or picture to employees

02/2020 **C# Project**

Windows Forms Calorie Calculator (Visual Studio / Git)

Implemented daily calorie needs for Basal Metabolic Rate and different levels of physical activity (sedentary to extremely active) using Harris-Benedict formula. Implemented age, gender, as well as height and weight in both the US and EU measurement systems that are used in the calculation. Added default values and TryParse methods to prevent crashes from incorrect input. Implemented UI and different weight goals, ranging from maintaining weight to losing extreme amounts of weight (up to 2.0 lbs a week). Performed manual testing to ensure correct result calculation and crash prevention

01/2020 **C++ Project**

Reign of the King (Visual Studio / Git)

A simple but well optimized and fully functional console game. Added header files for easy navigation and clean code. Implemented random generation of monsters and weapons to populate the map field until the limit is reached. Performed multiple testing to ensure correct distribution of monsters and items. Added weapon damage range and movement using a die roll (1-6) and randomized monster health for better player experience. Implemented basic experience for killing monsters and player's level mechanics that improve stats. Added experience prerequisite for the final boss and a secret Easter egg

PERSONAL SKILLS

- Problem solving, adaptability, algorithmization, prioritization
- Leadership, team collaboration and independent work
- Quick learner, resourceful, logical, analytical, up for a challenge

EDUCATION

2014 - 2019 **Bachelor of Mathematics and Statistics**, Concordia University, Montreal, Canada

2009 - 2013 **Bachelor of International Economics**, STS University, Kyiv, Ukraine

S LANGUAGES English, French (intermediate), Ukrainian, Russian

* INTERESTS Martial arts (jiu-jitsu, boxing), music (guitar), video games, science, technology