DEIVIDAS MICKEVICIUS

Chicago, IL | Davidmickev@gmail.com
https://linkedin.com/in/mttdavid | https://github.com/mttdavid | https://davidmickev.github.io/

EDUCATION

University of Illinois at Chicago - Computer Science **Chicago, IL**
GPA 3.56 *Expected – December 2020*

COURSES

Algorithms | Data Structures | Machine Learning | Cloud Computing | Networking | Machine Organization | Computer Design | Systems Programming Software Design | Obj-Oriented Langs & Envs | Database Systems | Android Dev

Moraine Valley Community College Associated Computer Science. **Palos Hills, IL**

- Associate in Science (AS)

SKILLS

- **LANGUAGES**
  Python | Java | Scala | JavaScript | C | C++ | R | SQL
- **TECHNOLOGIES**
  Git | Docker | Linux | Jupyter | Gradle | Maven | sbt | React | Node.js | AWS
- **OTHER**
  Linux & Windows Systems | Network Administration | Arduino | Android Studio | Raspberry Pi

PROJECTS

- **Synthesis Tree of Gates | Python & Java**
  Research project designed on the constraint and construction of logical circuits given input files of pins, gate costs, and delays. Dynamically stored all permutable paths, formatting the corresponding tree that contained the resulting dominant solution, given budget and time specifications.
- **Design Pattern Code Generator | Java**
  Designed an abstract factory template generator utilizing lightbend where the user can generate default or abstract templates for design pattern of choice. Modification of classes, interfaces, methods, of eight design patterns.
- **Airport Travel System | C++**
  Designed travel options from available target to source and destination. Optimized the tradeoff curve between dominated cost time solutions and available path to specified destination with optional constraints.
- **Midi Hands | Arduino**
  Designed wireless MIDI controlled gloves that translated button presses into MIDI via two transceivers and master node receiver to any chosen music software that supported MIDI.
- **RPSLS | Java**
  Created full stack online multiplayer game utilizing server and client communication between users. Optimized game to challenge multiple players on network for series of games through multi-threading.
- **Graph Analysis Paths | Python**
  Research project focusing implementation of Dijkstra's minheap approach to returning shortest path from a graph of nodes; storing all optimal pareto curve solutions, returning the desired paths and costs to the user.
- **CAN & CHORD | Scala**
  Researched and implemented distributed and scalable p2p system via Content Addressable Network and Chord algorithms utilizing Akka actor models system that can store and query large datasets. Cloud deployed simulations on AWS ec2 instance utilizing docker image to replicate storage and retrieval of data.

PROFESSIONAL EXPERIENCE

UPS **Hodgkins, IL**

Technology Support Group Specialist *November 2015 – January 2020*

- Performed extensive troubleshooting procedures resolving daily software and hardware issues.
- Initiated and lead hub project stages. Held accountability for teams to ensure equipment setup before projected dates.
- Maintained servers, cable management, data transfers, and equipment rebuilds for various hardware.

Revenue Recovery Specialist

- Led teams of auditors to manage bulk package systems. Increased handling efficiency by 15%.
- Performed daily equipment and system audits to ensure correct package dimensionalities by equipment and team.

Training Supervisor

- Guided diverse skill base of individuals towards proper work ethic, safety, and integrity within new environment.
- Obtained lead training supervisor role that overlooked operations of all training groups for six months.

Dock Supervisor

- Developed leadership role for supervision of part time employees. Achieved lowest miss-load rates within sector.
- Organized and executed daily production plan which exceeded planned goals while reinforcing safety of team.

STUDENT ORGINIZATIONS

March 2018 – Present

ASSOCIATION FOR COMPUTING MACHINERY (ACM), LINUX USERS GROUP (LUG)