

DEIVIDAS MICKEVICIUS

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EDUCATION

University of Illinois at Chicago - Computer Science
GPA 3.47

Chicago, IL
Expected – December 2020

COURSES

Data Structures | Algorithms | Machine Learning | Machine Organization | Computer Design | Systems Programming
Software Design | Obj-Oriented Langs & Envs | Database Systems

Moraine Valley Community College Associated Computer Science.

Palos Hills, IL

- Associate in Science (AS)

SKILLS

- **LANGUAGES**
C/C++ | Java | Scala | R | SQL | F#
- **TECHNOLOGIES**
Git | Maven | Gradle | Docker | Linux | Unix | Jupyter | sbt
- **OTHER**
Linux & Windows Systems | Network Administration | Arduino | 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. Functionality included, renaming and modifying of classes, interfaces, methods, return types for eight design patterns, class and interface behavior, and further customization.
- **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.
- **Music Hands - [Arduino]**
Designed wireless MIDI Controlled gloves that played notes wirelessly through transceivers and master node receiver that translated signals into MIDI control to any chosen music software.
- **AI Tic-Tac-Toe [Java]**
Created Java GUI and implemented AI to play game of TTT utilizing min-max algorithm.
- **RPSLS [Java]**
Online Rock Paper Scissors Lizard Spock game utilizing server and client communication between users. Optimized game to challenge any individual on network for series of games through utilization of 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.

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 various project stages. Held accountability for small teams to ensure setup by projected time.
- Diagnosed and reestablished connectivity issues between servers and user-end devices.
- Maintain servers, cable management, data transfers, and equipment rebuilds.

Revenue Recovery Specialist

- Maintained teams of auditors to manage oversized bulk package systems. Increased handling efficiency by 10%.
- 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 ORGANIZATIONS

March 2018 – Present

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