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Gregory Chernyavskiy

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EDUCATION

Iowa State University Expected Graduation: **May 2026**
Bachelor of Science in Computer Science, Minor in Applied AI *Ames, IA*

EXPERIENCE

Software Engineering Intern 05/2025 - Current
Marshalltown Company *Marshalltown, IA*
- Incoming Fullstack Software Engineering Intern at Marshalltown Company!

Undergraduate AI Researcher 08/2024 - 01/2025
Software Analytics and Pervasive Parallelism Lab (SwAPP) *Ames, IA*
- Developed custom tools using the Tree-sitter parsing library, NumPy, and Python APIs to generate auto-labeled datasets for model analysis, streamlining the labeling process by 60%
- Collaborated with a Master's student and two fellow undergraduates to design and optimize a SciPy data-processing pipeline for over 100,000 data points—cutting runtime by 40% and improving clustering accuracy

Software Research Intern 05/2024 - 08/2024
The DePaul DICE Lab *Chicago, IL*
- Developed a data-processing pipeline in collaboration with a Master's students and the supervising CS professor at DePaul University, using Python, NumPy, and Git to clean and transform container workflow logs—reducing redundancy by 30% and improving log analytics for exception detection and resource optimization
- Designed and launched a Docker container interface on Ubuntu VM, integrating Content-Defined Merkle Trees (CDMT) with Python and Git to improve operational efficiency by 35%

PROJECTS

convertfile.me - *Founder | JavaScript, Node.js, Express.js, HTML/CSS, AWS EC2/S3/RDS, Git* 02/2025 - Current
- Developed a full-stack file-conversion platform using a JavaScript/HTML/CSS front-end and Node.js/Express back-end to automate user file uploads and conversions and deliver average conversion times under 2 seconds
- Built back-end pipelines with Multer for multi-file uploads, Sharp for efficient image conversions, and PDF-Lib for PDF merges to guarantee precise transformations and raise throughput to 200 files/minute with error rates under 1%
- Deployed AWS infrastructure—EC2 for hosting, S3 for file storage, and RDS (PostgreSQL) for metadata to handle variable traffic spikes and maintain 99.9% uptime

Dungeon Monsters - *Linux Game | C, C++, Ncurses, Git, Linux* 04/2025
- Engineered a high-performance C/C++ roguelike with procedurally generated multi-level maps, dynamic room/corridor placement, and a Ncurses-based UI to deliver a terminal-style gameplay experience
- Designed and implemented a modular AI engine integrating Dijkstra's pathfinding, telepathic sensing, tunneling logic, and an event-driven priority queue to drive dynamic, unpredictable monster encounters

CyLife - *Android Application | Java, Spring Boot, MySQL, Git, WebSockets, Maven, CI/CD* 12/2024
- Led the CyLife Android backend by leveraging Java, Spring Boot, and MySQL, designing and optimizing relational database structures for scalability while integrating CI/CD pipelines to streamline testing, deployment, and code quality assurance
- Integrated real-time chat and notifications using WebSockets, enabling seamless communication and enhancing user experience while ensuring smooth backend-frontend synchronization

SKILLS

Languages: C#, Java, Python, SQL, C, C++, JavaScript, HTML/CSS
Frameworks/Libraries: Express.js, Node.js, React.js, WebSockets, NumPy, SciPy, Ncurses
Developer Tools: AWS EC2/S3/RDS, Docker, Git, Maven, PostgreSQL, Postman, RESTful API, Spring Boot, Unix/Linux, CI/CD