

# David Kovalchuk

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## Education

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### University of Washington

Seattle, WA

#### Certificate, Full-Stack Web Development

Sep. 2022 - Dec. 2022

- Passed with a 3.9/4.0 GPA
- Awarded "Best UI/UX" for the final project

### Edmonds College

Lynnwood, WA

#### Associates, Computer Science

Sep. 2018 - Dec. 2021

- Received "Java Developer" Certificate
- Studied data structures, algorithms, programming languages such as Java, C, and C++

## Technical Skills

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### Programming Languages

Web Development (HTML, CSS, JavaScript), Java, C, C++, R, MySQL, MongoDB

### Technologies

React, Node, Express, jQuery, Git, Netlify, Heroku, Figma, RESTful WebServices

## Work Experience

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### PEMCO Insurance

Seattle, WA

#### Data Entry Specialist

Jan. 2022 - Sep. 2022

- Updated customer mortgage plans in a timely manner everyday consistently.
- Organized vehicle certificates, and other confidential client documents.
- Worked with a team of 500 people with a goal of high customer satisfaction.
- Purged information that was no longer needed.

### Redapt Inc.

Woodinville, WA

#### Server Technician

Nov. 2021 - Dec. 2021

- Built server racks in a timely manner for major companies like Microsoft and Zoom.
- Labeled hardware for clients and bar codes.
- Used Microsoft Excel to build prototypes for reference to locate parts.
- Inspected hardware to maintain quality control.

## Projects

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### Shrub Club

#### Full-Stack Web Application: [LINK](#)

Dec. 2022

- A web application game inspired by Neopets and Nintendogs. The user creates their own pet, and has to take care of them. A completely interactive game where the user's choices affect the pet's hunger, hygiene, happiness, and energy. Play mini games to earn in game currency to buy cosmetics for your shrub.
- This project was created using React with bootstrap and nes.css for styling. The user can use their voice to talk to their shrub and have their speech be determined as positive or negative using Google's Natural API and combining it with Web Speech API. As well utilized Dictionary API to determine if a word is real in the shrubble mini-game. Also used MySQL to save and load player data.

### Music Quiz

#### Full-Stack Web Application: [LINK](#)

Nov. 2022

- A web application that generates a quiz of randomly chosen songs from YouTube's music section, or create your own quiz and share it with others and compete to see who knows which songs have the most views on YouTube.
- The application was created using express handlebars, and JavaScript. Statistics were stored for all players with a leveling system as well, all of it being stored using MySQL. Also used Socket.io to implement a multiplayer feature. Also utilized bcrypt to cryptify user passwords for security.

### Underhand vs Overhand Free-throws

#### Personal Research

Dec. 2019

- Research done to determine whether in Basketball, the way the player shoots (underhand or overhand) has a massive impact on the probability of scoring a free-throw using physics to prove it.
- Analyzing footage shot from 30 different test subjects in a controlled environment with a total of 300 different shots using physics tracker to track velocity, distance, height, time and etc. to determine if there is a better way of shooting. The data was then put into code I made using R to calculate and graph the probability and future probability (if continued to practice the form of shooting) of success.