

PAVEL YAKOVLEV

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EDUCATION

University of California, Santa Cruz

Bachelor's in Computer Science

Graduated June 2020

TECHNICAL SKILLS

C++, Java, Python, Javascript, React.js, Node.js, JUnit, Docker, Heroku, Git, Continuous Integration, Test-Driven Development, Agile

EXPERIENCE

Lawrence Livermore National Lab

Computing Intern

June 2019 - September 2019

Livermore, CA

- Worked on improving automated testing and software integration framework for large scientific facility.
- Worked on regression testing the software that runs the National Ignition Facility with JUnit and Jenkins.
- Development focused on industry-standard continuous integration and test-driven development practices.

remote.it

Software Engineering Intern

May 2018 - June 2019

Palo Alto, CA

- Built an administrative web dashboard with React.
- Worked with Terraform + Packer for AWS EC2 AMI deployment and testing.
- Created a library of user-end Python and Shell scripts for bulk device management.
- Worked remotely from September 2018 through the end of the internship.

PROJECTS

Santa Cruz Stranding Map

UCSC Long Marine Lab

github.com/lmlstrandingnetwork/lml-stranding-map

- Developed React geospatial data analysis tool for the UCSC Long Marine Stranding Map.
- Led the development of data management process and workflow.
- Assisted in planning and development with software engineering best practices. (test-driven-development, Agile-Scrum process, version control)

Pollen Planter

UCSC CruzHacks 2020 Winner

devpost.com/software/pollenplanter

- Mobile app that helps people build a garden to support pollinator (bees, butterflies) communities.
- Built with React Native + Firebase Firestore.
- Worked in team of 4 - took the 1st place prize for Best Earth Hack.