

# PAVEL YAKOVLEV

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## EDUCATION

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**University of California, Santa Cruz**  
Bachelor's in Computer Science

*Fall 2018 - Present*

**Santa Rosa Junior College**

*Fall 2015 - Spring 2018*

## EXPERIENCE

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**Lawrence Livermore National Lab**  
*Computing Intern*

June 2019 - September 2019  
*Livermore, CA*

- Worked on the enhancement and modernization of automated testing and software integration frameworks.
- Unified the build processes around industry-standard continuous integration and test-driven practices using Jenkins, JUnit.

**remote.it**  
*Software Engineering Intern*

May 2018 - June 2019  
*Palo Alto, CA*

- In a team of three, developed a web app prototype to monitor client/user activity.
- Created a CI/CD pipeline to build and test a Docker image with CircleCI + Goss.
- 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.

## PROJECTS

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**Pollen Planter (CruzHacks '20)**

[devpost.com/software/pollenplanter](https://devpost.com/software/pollenplanter)

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

**NetGuard (Treehacks '19)**

[devpost.com/software/netguard](https://devpost.com/software/netguard)

- Alerts owner of IoT device of cyber attack and locks down the device.
- Written in Python, runs on Raspberry Pi, SMS alerts achieved with Twilio API.
- Worked with another team member to write the listener and API request component.

**Save Our Species**

[github.com/hamfox/save-our-species](https://github.com/hamfox/save-our-species)

- Mobile app for the purpose of reporting marine mammal strandings with accurate data
- Worked within a team of 6, strictly following Agile practices to deliver a working product
- Was responsible for backend infrastructure of data model and contributed to UI components of the app
- Initial version of the app built with Swift, then rebuilt with React Native.