

# Palina Pauliuchenka

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## Education

### Florida Atlantic University (FAU)

*Bachelor of Science in Computer Science*

- Cumulative GPA: 3.62/4.0
- Major GPA: 4.0/4.0

**Boca Raton, FL**

May 2024

### Gymnasium №16

*High School Diploma*

- Cumulative GPA: 9.21/10.0

**Minsk, Belarus**

June 2020

## Skills

**Technical:** HTML5, CSS3, JavaScript, C, C++, MATLAB, Python

**OS:** Windows, Linux, iOS

**Software:** WebStorm, PyCharm, VS Code, Microsoft Word, Excel, Power Point

**Languages:** Fluent English, Native Russian

## Relevant Coursework

Microprocessor Systems, Logic Design, Foundations of Computer Science, Introduction to Programming in C, Physics w/ Lab I, Calculus I & II

## Experience

### FAU Student Government

*Program Board Chair*

Managed event logistics on campus, to provide students with free and quality events. Organized events, prepared contracts, and space for events.

**Boca Raton, FL**

April 2021 – Present

### Talk English Schools

*Ambassador*

Worked as a school assistant, answered phone calls at the front desk, provided visitors with the most recent information.

**Fort Lauderdale, FL**

November 2019 – December 2019

## Leadership Experience

### Google Developer Student Club

*Marketing Director*

Responsible for event promotion, social media, increasing student participation in different events, promotional items design.

**Boca Raton, FL**

October 2021 - Present

### Google Developer Student Club

*Treasurer*

Managed approximately \$1,500.00 in club funds. Responsible for budgeting multiple events, which provided quality service to all participants.

**Boca Raton, FL**

November 2020 – October 2021

## Research - Time Series Analysis

### On the L1-norm Approximation of a Matrix by Another of Lower Rank

*Center of Connected Autonomy and Artificial Intelligence*

- Tested the algorithm to find the point where it runs out of memory

*Graduate Research Assistant:* [George Orfanidis](#)

*Research Assistant:* [Dr. George Sklivanitis](#)

**Boca Raton**

December 2021 - Present

### DARPA Challenge

*Center of Connected Autonomy and Artificial Intelligence*

**Boca Raton, FL**

November 2021 - December 2021

Had to predict future location of buoys in open waters by received data from buoys for some period.

- Analyzed a sequence of data points collected over an interval of time from buoy in the open ocean.
- Found patterns of its movement/relocation in time.
- Predicted future data points without appearing on the weather conditions.

Graduate Research Assistant: [George Orfanidis](#)

Research Assistant: [Dr. George Sklivanitis](#)

## Awards & Projects

### GDSC Event (in progress)

*Open Weather Web App*

Presented to participants how to work with Google Firebase and OpenWeatherMap.org API, while building a simple weather web app.

- Developed a website using Vanilla JavaScript, allowing users to search for weather and if users have an account, they are able to save/remove from a dashboard.
- Integrated with Firebase to store user information for account registration and saved weather locations.
- Integrated with OpenWeatherMap.org – API, to grab the most recent weather data and provide it to a user in a user-friendly interface.
- Integrated with Bootstrap for basic styling on the website.

Utilized: HTML5, CSS3, JavaScript, Open Weather Map – API, Bootstrap, Google Fonts

### HackGT8

*Emerging Track - ARMS (Augmented Retail Management System)*

Worked on a frontend, made connections between user interface and API, worked with database to save/change users' information and requests.

### Survival Game

*IT Academy JavaScript Developer – Final Project*

- Developed a web application using Vanilla JavaScript, allowing users to play classic survival game and computing with other players by score comparison.
- Web application is developed in a design pattern - Model View Controller (MVC)
- Integrated with Firebase to store users results after each game, that are stored under a nickname that user enters by the end of the game.
- Integrated with Bootstrap for basic styling in application.

Utilized: HTML5, CSS3, JavaScript, Firebase, Bootstrap, Google Fonts

Source Code: [www.github.com/ppauliuchenka02/js-game](https://www.github.com/ppauliuchenka02/js-game)

Live Demo: [www.bit.ly/ppauliuchenka02-js-game](https://www.bit.ly/ppauliuchenka02-js-game)