

Pavel Rozvora

Email: prozvora@gmail.com

Projects: github.com/prozvora

Objective

I am seeking a full-time position where I can develop software and meaningfully contribute to a product. I want to apply my experience and hone my skills.

Experience

MEDITECH

Oct 2018 - Present

Software Developer

Developing REST APIs with Node.js, JavaScript / TypeScript, proprietary languages
Working in a Scrum team implementing FHIR and Argonaut Project API Specifications
Developed internal tooling to automate source code management and release
Created and updated supporting reference documents simplifying adoption

EagleView

Aug 2017 - Jan 2018

Software Development Engineer

Developed web application with JavaScript, HTML, CSS
Leveraged AWS - Lambda, EC2, S3, CloudWatch
Produced documentation for bugs, user stories, and other work items
Contributed to planning, code review, and retrospectives within a Scrum team

Paychex, Inc.

Jan - Aug 2016

Software Developer / Tester

Developed core internal application with Java, queried and updated its SQL database
Worked in a Kanban team dedicated to highest impact defects in the application
Researched and resolved issues reported to the team
Tested and documented fixes developed by team members

Languages and Frameworks

Proficient: JavaScript, TypeScript, HTML / CSS, Java, Node.js, Git

Intermediate: React, Python, Common Lisp, Scheme, C / C++, SQL

Education

Rochester Institute of Technology

2014 - 2018

B.S. Computer Science

Minors in Mathematics and Economics

Projects

Car Inventory

In Development

Web / Mobile -- JavaScript, React

Inventory lifecycle management for used car dealers

NiceDice

Mar 2018

Desktop CLI -- Python, OpenCV

Segment images of dice using thresholding, morphology, and transformation techniques

Sudoku

Apr 2017

Desktop GUI / CLI -- Java, Swing

Solve Sudoku puzzles using backtracking, from the command line or a GUI

NimBinary

Nov 2015

Desktop GUI -- Java, Swing, UDP, Networked Client / Server

Server, session manager, and networking infrastructure for a two player game
Implemented interfaces for program functions and user input