Theo Donacik

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Education

Northeastern University: Khoury College of Computer Sciences　　　　September 2021-Present
Candidate for BS in Computer Science with minor in Computer Engineering　　Graduation: Spring 2025
Honors: GPA: 3.7/4.0, Dean's List: Fall 2021, Spring 2022, Fall 2022
Relevant Coursework: Foundations of Cybersecurity, Object Oriented Design, Algorithms (Graduate),
　　　　　　　　　Networks and Distributed Systems, Database Design (Graduate)

Computer Experience

Languages: Java, Python, JavaScript, React/React Native, C, Assembly, Racket, PHP, MySQL, BASH
Systems: Linux (desktop and server), Windows 10, MacOS
Editors: Vim, Visual Studio, Eclipse, Jetbrains IDEs
Other Software: Git, Kubernetes, Docker, LaTeX, MS/Google Office Suite

Work Experience

NU Mechanical Engineering Department | Computer Technical Assistant　　　Sep 2021-May 2023
- Assisted with hardware and software issues within the MIE department
- Initiated installations of Windows 10, Autodesk, Matlab, and other licensed software

Wayfair Enterprise Engineering | Software Engineering Co-op　　　July 2023-Dec 2023
- Created a web application for viewing Jira tickets with a React JS frontend and Java Spring backend utilizing the Jira API
- Lead the initiative to migrate our Jira databases from MS SQL Server to PostgreSQL in GCP. Used Terraform, Kubernetes and Striim to create the DB, generate the schema, and migrate data
- Created, scored, and completed Jira tickets in a sprint cycle for maintaining Jira infrastructure

Projects

Personal Web Server:　　　　　　　　　　　　　　　　　　　July 2021-Present
- Self-hosting a LAMP (Linux, Apache, MySql, and PHP) server on a Raspberry Pi SBC
- Experience in both Debian-based Raspberry Pi OS and RHEL-based Fedora Server

Wingspan Trophy App:　　　　　　　　　　　　　　　　　　August 2021
- Built an app using React Native for to keep score records in a board game
- Uses a MySQL database to store records along with a PHP API to submit and retrieve data
- Built and distributed versions for both IOS and Android w/ backend hosted on personal server

Class projects:　　　　　　Repos for class projects are not public but can be made available on request
- **BoxOut:**　　　　　　　　　　　　　　　　　　　　　　September 2021
    - Created a version of the Windows game JezzBall in functional language Racket
    - Supports online multiplayer using the Universe library
- **Photo Editor**　　　　　　　　　　　　　　　　　　　　May 2022
    - Created a visual photo editor with Java Swing graphics
    - Implemented color transformations and filters such as sharpening and Gaussian blur
- **Shell in C**　　　　　　　　　　　　　　　　　　　　　Feb 2023
    - Implemented a shell in C which tokenizes inputs and runs commands using system calls
    - Supports sequencing, I/O redirection, scripting, and recalling previous commands

Other Interests

Linux and free/open-source software, cooking, running, biking, and board games