Theo Donacik

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Education

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

Work Experience

Chewy | Software Engineering Co-op   June 2024-Dec 2024
-   Worked on Chewy's Rebates team, creating a new platform for managing Chewy's B2B rebates
-   Developed React frontend, Kotlin/Spring backend, Python/Airflow platform, & PostgreSQL DB
-   Created system for detecting data quality errors in the DB and notifying the team in Slack

Wayfair | Software Engineering Co-op   July 2023-Dec 2023
-   Created a web application for viewing Jira tickets with a React 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
-   Worked in SCRUM sprint cycle maintaining Jira infrastructure

Computer Experience

Languages: Java, Python, JavaScript, React, Kotlin, C, Assembly, Racket, PHP, MySQL, BASH
Systems: Linux, Windows, MacOS
Editors: Vim, Visual Studio, Eclipse, Jetbrains IDEs
Other Software: Git, Airflow, Kubernetes, Docker, LaTeX, MS/Google Office Suite

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