DAVID C. SAFANYUK

EMPLOYMENT

DevOps Engineer, Intern

Comcast Corporation

Philadelphia, PA

- Collaborated with an Agile team responsible for automating Linux host provisioning.
- Contributed to the migration of a legacy database to a database cluster.
- Improved efficiency of a backend service by switching from a single connection to concurrent database connections.
- Expedited the creation of AWS images by implementing a CI/CD pipeline.
- Cooperated with external teams to gather project requirements.
- Organized a conference call to demonstrate the value of a CI/CD pipeline.

Software Engineer, Intern

Comcast Corporation

iSniper Inc.

Summe

Philadelphia, PA

- Engineered an interface for managing Bluetooth connections for cable set-top boxes.
- Designed an carbon footprint monitoring tool for employees with an intern-led team.
- Implemented the functionality in an internal tool to remotely update cable boxes nationwide.

Operations Manager

Langhorne, PA

- Oversaw commercial application (Mobile & Desktop) development.
- Operated 2 e-commerce sites and 2 external selling channels.
- Integrated 4 channels into a single centralized system.
- Managed national sales team and organized international trade shows.

EDUCATION

Pensacola, FL

Pensacola Christian College

- Major: B.S. in Computer Science & Software Engineering, May 2019.
- Related Coursework: Operating Systems; Databases; Algorithms; Programming Languages.

SOFTWARE PROJECTS

Fetchr (2019): Online platform for campus store ordering/delivery

(www.github.com/Dsafanyuk/Fetchr)

- Directed a development team of 6 to design, develop, and launch a full-stack application.
- Designed RESTful backend server that stored users and orders information.
- Used the WebSockets protocol to enable real-time order updates.
- Scaled web application to handle over 100 concurrent users.
- Proxied requests to the server or client using Nginx as reverse proxy.
- Utilized: Node.js, Vue.js, MySQL, Nginx, Git, AWS, WebSockets

iDryfire Virtual Target System (2016 – 2018): Firearm Training Simulator

(www.iDryfire.com)

- Laser-based firearm simulator that records and tracks user's shots made with a laser.
- Allowed a user to see shot patterns and timings.
- Saved shooting sessions to the device.
- Utilized: C++, Java, Objective C

Languages and Technologies

- Proficient: Node.js; Python; SQL; Git; AWS; Vue.js; Javascript;
- Familiar: C++; C; MongoDB; Ansible; Go

Summer 2018

Summer 2016

Fall 2015 – May 2019

Fall 2015 – May 2019