

# Miroslav Pavlenko

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## EDUCATION

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### University of Washington

Bothell, WA

Computer Science & Software Engineering

Dean's List, 4 quarters

**Relevant Coursework:** CSS 142 – Java • CSS 143 – Java • Topics in Computing CSS 290 • Data, Algorithms & Mathematics I (CSS 342) • Calculus I (STMATH 124) • Calculus II (STMATH 125) • CSS 342 DATA, ALG, MATH I

## WORK EXPERIENCE

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### Handshake

Remote

#### AI Trainer – Computer Science & Data Visualization

December 2025 – Present

- Contributed to the evaluation and improvement of large language models (LLMs) in computer science and data visualization
- Developed and evaluated domain-specific prompts to test LLM performance in technical subjects
- Analyzed AI-generated outputs for accuracy, clarity, and reasoning depth
- Provided structured expert feedback to improve model understanding of complex data visualization concepts
- Completed 750+ AI training tasks, evaluating LLM responses in computer science and data visualization to help improve model accuracy, clarity, and reasoning quality.

### See The Future Contracting

Mill Creek, WA

#### IT Support Specialist / Web Designer

2022 – 2024

- Provided hands-on IT support and troubleshooting for hardware, software, and network issues in a small business environment
- Designed, updated, and maintained the company website, improving layout, visual presentation, and usability
- Installed and maintained computer systems, networks, and basic security infrastructure (firewalls, VPNs), supporting smooth on-site and remote operations
- Improved and redesigned the company website, increasing web visibility and bringing 100 additional visitors to the webpage.

### BreadSoft

Seattle, WA

#### Indie Game Developer / Founder

2025 – Present

- Developing a single-player roguelike game inspired by mythology, planned for release on Steam
- Designed and implemented core gameplay systems using Unity and C#, including combat, procedural elements, and progression systems
- Created all game assets independently, including visuals, UI, and in-game content
- Managed a small independent game business under the BreadSoft brand, including branding, planning, and distribution strategy
- Hosted multiple playtests with dozens of testers, gathering feedback to improve gameplay balance, user experience, and stability
- Overseeing full development lifecycle from concept to planned Early Access launch and full release

## LEADERSHIP ACTIVITIES

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### Basketball Team Co-Leader

Bothell High School

- Served as Co-Captain, helping lead practices, games, and team coordination
- Supported communication between players and coaches, promoting teamwork and accountability

## ADDITIONAL INFORMATION

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**Honors:** Grands

**Skills:** C#, C++, Java, HTML5, CSS3, JavaScript, Visual Studio Code, Visual Studio, Git, Docker, Unity Development, Data Visualization, Artificial Intelligence (AI), Large Language Models (LLMs), Prompt Engineering, Networking, DNS, DHCP, TCP/IP, VPNs, Firewalls, Active Directory, PowerShell, Windows, macOS, Tableau, Excel

**Interests:** Motorcycles, Warhammer 40,000k, Game Development, ML

**Languages:** English (Fluent), Russian (Fluent), Korean (Elementary proficiency)

## PROJECTS

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### Student Record System

Java, MySQL, AWS RDS

- Developed a Java desktop application for managing student and staff records using object-oriented design principles
- Built a user interface with Java Swing (JOptionPane) to add, search, and remove records
- Integrated a MySQL database hosted on AWS RDS to provide persistent storage and secure data handling