

## Education

1. **2017 - 2019:** secondary education at Australian Science & Mathematics School, Adelaide, South Australia
2. **2020 - Present:** Bachelor of Computer Science at Monash University, Melbourne, Victoria

## Skills

- **Computer Programming Languages:** [Go](#), TypeScript/JavaScript, Python, Kotlin/Java, C/C++
- **Document Markup Languages:** HTML/CSS,  $\text{\TeX}$ , Markdown
- **Natural Languages:** English, Hebrew
- **Tools:** Git, GitHub, Docker, Kubernetes, [GoReleaser](#), [GitHub Actions](#)
- **Platforms:** Linux, Cloud Native, Web
- **Soft Skills:** Writing, Presenting, Collaboration

## Experience

1. **May 2021 - January 2022:** General Representative at Monash University Cyber Security Club (MonSec).
2. **January 2022 - June 2022:** Secretary at Monash University Cyber Security Club (MonSec).
3. **June 2022 - Present:** Vice President at Monash University Cyber Security Club (MonSec).

## Projects

### Open-Source

- [cocainate](#) is a cross-platform re-implementation of the macOS utility [caffeinate](#) that keeps the screen turned on either until stopped, for a set duration of time or while another process still runs.
- [stalk](#) is a cross-platform file-watcher that can run a command after each file-system operation on a given file(s) or simply wait once until a file is changed.
- [rake](#) is a social media scraper that is interfaced via a server-side rendered HTML user interface (or a CLI), and is managed by a REST API and a NoSQL database.
- [scr-web](#) (and its [scr-cli](#) counterpart) is my previous attempt at building a full-stack social media scraper, which was abandoned due to the excessive number of dependencies and the rather large build-size.
- [sp](#) is my first attempt at building a Minecraft server plugin. This plugin adds the requirement that the player supplies the password (via a server command) before proper server interaction is allowed. Until a password is provided, the currently-unauthorized player is blinded and immobile.

### Research

- As part of the [FIT2082 unit](#), I [contributed](#) to an existing codebase, based on prior research by ([Gange, Harabor and Stuckey, 2021](#)) about *Lazy CBS*, their Multi-Agent Path Finding (*MAPF*) algorithm. The *MAPF* problem is a subset of the path finding research field, which presents the additional requirements of multiple agents, each with a unique pair of a source and a target, such that the path between them does not intersect with another path during the same point in time. My task was to modify the *Lazy CBS* codebase such that the algorithm also outputs the final set of constraints that is used to rule out possible paths, such that the *Lazy* is formally an Explainable Multi-Agent Path Finding (*XMAPF*) algorithm. In addition, I added [Python-to-C++ bindings](#), such that the compiled *Lazy CBS* codebase can be used as a Python-facing library for future projects.

### Freelancing