






— AVI TAVDISH —

SOFTWARE DEVELOPER

INFO

-  052-6599189
-  a.tavdish@gmail.com
-  [Website](#)
-  [GitHub](#)
-  [LinkedIn](#)

PROFILE

I'm a 3rd year Computer Science student looking to start my career. I'm highly passionate for coding and learning new technologies and frameworks, I believe knowledge is power and always looking for ways to strengthen my skills. I'm very competitive yet an easy-going guy, responsible and autodidact. My friends and colleagues would say that I'm a team player and leader.

SKILLS

- C / C++, C#, JAVASCRIPT, HTML, CSS
- .NET, REACT, NODEJS
- CRYPTOGRAPHY AND STEGANOGRAPHY
- SQL
- OOP
- NETWORK PROTOCOLS
- SOCIAL ENGINEERING.
- SELENIUM, JENKINS, GIT

EDUCATION

HIT – Computer Science B.Sc.

2018-Today

GPA: 81

Courses I've excelled at:

Advanced programming, competitive programming, design and analysis of algorithms, DevOps.

English level: fluent

EXPERIENCE

Projects inside and outside Academy

2018-Today

Cyber project: .Net web project of encrypting and steganography - hiding secret messages in img, audio, video and exe files using different methods.

JavaScript projects: A portfolio website about myself using HTML, CSS and JS.

Google's Developers Students Club 20/21 member: Volunteering in the establishment of technological infrastructure for non-profit organizations.

Facebook Network Operations Center– part time

2018-Today

Monitoring and handling real time events.

Achieved knowledge and experience in analyzing and drawing conclusions generated to reports that used for monitoring and learning.

Promoted from security officer filed to this position due to high accomplishments and great performance skills.

Military Service

Special combat unit – Haruv.

2015-2017

Medic course.

Commanders course.

Class Commander of 10 soldiers.

2017-2018

Division commander for 4 month and then staff sergeant until the end.

Experienced with management of a division and high-risk operations.