Avigayil Resnick

Software Developer | Aspiring Level Designer | Computer Science Student

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Profile:

Detail-oriented software engineering student with a passion for game development and level design, particularly within the puzzle genre. Solid foundation in full-stack web development and proficient in modern languages such as JavaScript and Python. Hands-on experience building responsive web applications using React. Eager to apply problem-solving skills and collaborative spirit to create engaging and innovative game levels. Skilled in debugging, code optimization, and ensuring software reliability through validation and testing. Passionate about learning new technologies and developing efficient, user-focused solutions for interactive user experiences.

Education:

- B.Sc. Computer Science (in progress)

Tuvuna Academic College (Machon Lev) | 2023-Present

- Google and Reichman Tech School | 2025

Petach Tikvah

The Software Development program is an intensive 180-hour training focusing on industry-ready software development practices with a practicum in Ready group

- Software Engineering/Computer Science | 2023-2025

Bnot Elisheva, Jerusalem

Combined Program by Lev Acedemic Center and MAHAT

- High School | 2019-2023

Bnot Elisheva, Jerusalem

5 units in English and Math, specialized in Computer Science (11 units), final project built with C# and WPF.

Projects During Studies:

- Event Management Platform - React / Node.js / MySQL

- Built a full-stack platform connecting users with event suppliers by category, price, and location. This project involved designing user flows and interactions, similar to level design challenges.

- Implemented image uploads, smart filtering, and real-time RESTful APIs

- Developed a responsive React frontend and Node.js/Express backend with MySQL

- Store Management System   Node.js / JavaScript / SQL / JSON

- Created a full-stack system for suppliers and store owners to manage orders and inventory. Focused on creating a streamlined and intuitive user experience.

- Developed RESTful APIs for registration, order tracking, and status updates

- Added automated ordering when product quantities fall below defined thresholds

- Volunteer Management System   C# / .NET

- Developed using a Five-Tier Architecture with clear separation of concerns

- Built modules for volunteer-call matching, scheduling, and data presentation

- Implemented modular XML-based data storage for maintainable long-term use

Skills:

- Programing Languages: C++, C#, Python, Java, JavaScript
- Web & Software Development: .NET, WPF, HTML, CSS, JavaScript, React, Node.js, RESTful APIs
- Databases: SQL, MySQL
- Tools: Visual Studio, VS Code, Git, GitHub, Postman
- Game Design Principles: Understanding of core mechanics, player progression, and level flow.
- Computer Science Foundations: Algorithms, Data Structures, Graph Theory, Digital Systems, Cybersecurity, AI Fundamentals
- Testing (QA Automation): Selenium (Java), Cypress (TypeScript)
- Documentation: Diagrams, Flowcharts, Spreadsheets.
- Other Tools: Unity

Languages:
- English - Native
- Hebrew - Native