BEN BANDARKER Junior Software Engineer | Junior Backend Developer

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Profile

Computer Science graduate with hands-on experience in backend development (Node.js, MySQL, AWS) and API design. Completed a football stats backend project, now building the frontend. Fast learner, team player, and passionate about clean, scalable systems. Seeking a role as a Junior Software Developer or Junior Backend Engineer.

Education

B. Sc in Computer Science

Ben Gurion University

September 2021 - October 2024

"Moshal" Program Member

"Moshal" Program

September 2021 - present

Chosen for a top-tier international program supporting academic and personal growth through advanced tools and mentorship.

| Languages | Technologies & Tools | Concepts |
|--------------|----------------------------|-------------------------------------|
| • Java | • Node.js | • OOP |
| • Python | • Express.js | Data Structures |
| TypeScript | • MySQL | Algorithms |
| • C . | • Git | Concurrency |
| • C • C++ | • AWS (EC2, SQS, S3, EMR), | Cloud Computing |
| | • Linux | • REST API |

C1-:11

Projects

Football statistics &

Node.js, MySQL, REST API

Built a backend system for football data tracking and management, featuring flexible filtering, live data insertion, and real-time validations. Implemented using modular Express.js routes with seamless MySQL integration. Project completed and now extending functionality through a dedicated frontend interface.

Collocation Extraction &

AWS EMR

Analyzed massive language datasets from Google 2gram to identify word collocations. Produced accurate PMI scores that highlighted meaningful word pairings across billions of entries. Used a cloud-based distributed solution with Hadoop jobs on AWS EMR to achieve this efficiently.

Sarcasm Analysis &

Java, AWS EC2, SQS, S3

Built a cloud-native tool to detect sarcasm in Amazon reviews using natural language techniques. Successfully scaled the processing pipeline to handle large review datasets with high accuracy. Utilized Java across AWS services (EC2, SQS, S3) to orchestrate distributed text processing.

SET GAME *⊘*

Java, Concurrency

Developed a multi-threaded version of the classic SET card game. Maintained correct game logic under concurrent access and multiple player actions. Implemented thread synchronization and rigorous testing using Java's concurrency APIs.

| Languages | | |
|----------------------------------|--------------|--|
| • Hebrew | • English | |
| | Certificates | |
| AWS Certified Cloud Practitioner | | |

Issued July 2025

SELF LEARNING

English Course - "FluentTLV"

• Improving English Speech and Presetation Skills

VOLUNTEERING

"Yated"- volunteering

Tutored children with Down Syndrome

October 2022 - March 2023

"Ormat" School Tutor

Tutored students with learning difficulties

January 2021 - July 2021

MILITARY SERVICE

Infantry, "Givati" Brigade.

March 2016 - November 2018

Former combat commander in the IDF, leading 10-30 soldiers under pressure. Currently an active platoon commander in the reserves. Gained strong leadership, teamwork, and decision-making skills.