

# LIOR BEN MOHA

[benmohalior@gmail.com](mailto:benmohalior@gmail.com) | [Linkedin](#) | [GitHub](#) | [054-3622707](tel:054-3622707)

## JUNIOR SOFTWARE ENGINEER

### SUMMARY

- **8200** Alumni, B.Sc. **Computer Science**, volunteer at **8200** Alumni Association
- Software Developer with a passion for solving complex problems using Python, FastAPI, and React. Proficient in building web applications, automating workflows, and contributing to team-based projects.
- Seeking opportunities to leverage my background in software engineering, data pipelines, and UI development to drive impactful software solutions.

### WORK EXPERIENCE

#### Red Team & Data-Ops @ Clarity 2024 - Present

- Research and development of new operational bypass methods
- Data creation and management
- Utilized Python and FastAPI to develop tools for data creation and management. Developed scripts for automating data pipelines using Prefect and PostgreSQL, contributing to the ongoing evaluation of the company codebase.

#### Software Developer @ 8200 2023 - 2024

- Build an in-house knowledge base management system on top of Google workspace
- Implemented a React-based web UI with Material-UI to streamline knowledge management processes, integrating Google Workspace APIs. Developed key features such as automated report generation with TypeScript and Google Looker Studio. Deployed and maintained the system using Google Apps Script, handling user requests and bug fixes.

#### Data Annotations Team Lead @ Sensi.AI 2022 - 2024

- Developed Tools For Analyzing and Evaluation of internal and external workforce
- Led a team of ML data annotators, using Python to develop tools for anomaly detection in daily activities, refining data pipelines to improve accuracy and efficiency.

### EDUCATION

#### Bachelor of Computer Science Oct 2021 - Sep 2024

Hadassah Academic College

- **Machine Learning:** 100
- **Final GPA:** 86

### PROJECTS

#### MACHINE LEARNING DIGIT CLASSIFICATION

Built a machine learning model with Scikit-learn for digit classification from the MNIST dataset, achieving 95% accuracy



#### ULTIMATE TIC TAC TOE

Created a front-end using React and JavaScript, incorporating custom algorithms for game logic.

