

CHANA COHEN

SOFTWARE ENGINEER



0583295641



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PROFILE

Ability to analyze and quickly perceive, original and very analytical logical thinking, willingness and motivation to invest, high work ethic, excellent interaction with people, believes in teamwork as the key to success, ability to learn independently: I learned code in projects and online courses, meeting pressure conditions and times, likes challenges, eager to face With new things and problem solving, consistently and thoroughly strives for an efficient solution, reliable and pleasant.

Looking for a technological place where I can contribute my abilities and develop professionally.

PROFESSIONAL KNOWLEDGE

- **Programming Languages:** Assembler, C, C++, C#;
- **Fronted:** Web (JavaScript, 5HTML, CSS3), Angular, React.
- **Backend:** Web API, NET Framework, NET Core, Python, Node.js, JAVA.
- **Databases:** SQL Server, Mongo DB.
- **Operating Systems:** Windows, Linux.
- **Additional courses:** Algorithms, Data structures, Graphs, Operating systems, Computer Organization, Mathematics, Digital systems, Computer Communication and Networks, Computer Maintenance Technical English, and GIT.

EDUCATION

2021 - 2023

- IN-DEPTH STUDIES AND A CERTIFICATE ON BEHALF OF THE KAMATECH-ULTRACODE COMPANY.
- PROFESSIONAL STUDIES FOR THE DEGREE OF MAHAT SOFTWARE ENGINEER.
- STUDIES FOR A CERTIFICATE IN TEACHING PROGRAMMING AND EDUCATION

LANGUAGES

- **Hebrew**
- High level **English**

WORK EXPERIENCE

2023 | BOOTCAMP OF THE KAMATECH COMPANY - ULTRACODE COMPANY IN COLLABORATION WITH A DEFENSE COMPANY - WORKING ON A PROJECT IN THE FIELD OF EMBEDDED

- Interfacing with electrical components: NXP SE050, Raspberry pi and MSP 430 by using I2C and UART Serial protocols.
- Writing in the C++ programming language.
- Work environments: Visual Studio, MobaXterm, Linux.
- Using GIT.

2023 | SUPER MARIO GAME PROJECT

- Writing in the C++ programming language.
- Combination with the principles of Design Patterns .

2023 | DEVELOPMENT OF AN INTERNET SYSTEM FOR MANAGING THE TIME BANK AT THE KIRYAT ONO BRANCH FOR THE COMMUNITY MANAGER

- Characterization and selection of technologies.
- Server side: C#, NET Core (Web API).
- Client side: Angular.
- DataBase: SQL Server.
- Using GIT.

2021 - 2022 | • A NETWORK APPLICATION OF LESSONS AND THEIR LESSON PLANS ARE READY TO BE TAUGHT IN SCHOOL CLASSROOMS • GAME SITE

- System development on demand
- Writing in HTML5 , CSS3 design.
- Development of logic in JavaScript.
- Working with Session and saving in Local Storage.

2017 - 2023 | GIVING PRIVATE LESSONS, PRACTICE AS WELL AS GENERAL HELP TO STUDENTS IN THE SUBJECTS: MATHEMATICS, PROGRAMMING (2021 - 2023), GRAMMAR, ENGLISH AND BIBLE.

**recommendations will be given upon request