DANIEL TAMIR

B.Sc. Computer Science Student

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PROFILE

Dedicated Computer Science student and aspiring software developer with expertise in full-stack and mobile development. Combines strong theoretical knowledge with practical experience in React, Node.js, and other backend technologies. Passionate about creating efficient, user-centered applications with a focus on performance optimization.
I am seeking a position as a student software engineering intern.

EDUCATION

Bachelor of Science in Computer Science

Bar-Ilan University, Ramat Gan | Expected Graduation: 10/2026 (**Open for full-time jobs as well**)

Relevant Coursework: Object Oriented Programming (**90**), Advanced system programming (**95**), Programming Languages (**91**)

High School Diploma

Tchernichovsky High School, Netanya

Specialized in: Computer Science and Advanced Programming (10 Points)

PROJECTS

Greatflix | Full-Stack Streaming Platform (01/2025 – 03/2025)

Technologies: React, MongoDB, Node.js, C++, java (Android), Room

- Coordinated and led a team to develop a cross-platform movie streaming service with responsive design for desktop and mobile devices.
- Implemented advanced recommendation algorithms using collaborative filtering and content-based techniques
- Designed and developed a RESTful API with optimized endpoint architecture for efficient backend communication
- Utilized modern React patterns including hooks and context API for state management
- Implemented MVVM structure for mobile devices
- [Source Code](#)

BIOFIGHTERS | Educational Game (01/2025 – In Progress)

Technologies: Unity, C#, SCRUM

- Developed an educational 2D game teaching biological concepts through interactive gameplay
- Implemented physics-based interactions and AI behaviors for engaging gameplay experiences
- Implemented a Peer-to-Peer competitive multiplayer server architecture.
- Led weekly SCRUM sprints and managed feature development using Git branching workflows
- [Source Code](#) | [Project Trailer](#)

Technical Skills

Frontend Development:

- JavaScript, React

Backend Development:

- Java, Python, C#, C++, C, Node.js, MongoDB, REST API, SQL

Software Engineering:

- Agile (SCRUM), GitHub, Design Patterns, Multithreading

Game Development:

- Unity, C#, Netcode for GameObjects

Language

- Hebrew – Native | English – Fluent