

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**)

PROJECTS

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

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

Designed and implemented a full-stack streaming platform with modular cross-platform support (Web and Android).

Built a **C++** backend recommendation engine using a user-based collaborative filtering system, and Applied **multithreading** to handle concurrent recommendation requests.

Developed the web client using **React (MVC pattern)** with state management via Context API and Hooks.

Created a **RESTful API** layer in **Node.js**, containerized with **Docker**, and backed by **MongoDB**.

Engineered the **Android client** using **Java** in Android Studio following **MVVM** architecture, integrating **Room** ORM for local data persistence.

[Source Code](#)

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

Technologies: C#, Unity, Netcode for GameObjects, Git, SCRUM

Developed a 2D educational game in **Unity** to simulate immune system dynamics using physics-based interactions and AI.

Architected a **peer-to-peer multiplayer** system using **Netcode for GameObjects**.

Utilized **Object Pooling** to optimize memory usage and runtime performance.

Applied **OOP principles** extensively via **interfaces and inheritance** to allow flexible gameplay behavior and extendability.

Managed weekly **SCRUM** sprints, version control through Git, and modular feature development via branching workflows

[Source Code](#) | [Project Trailer](#)

Language

- Hebrew – Native | English – Fluent