

Daniel Pilant

Second-Year Software Engineering Student

Seeking a Student Internship Position

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Professional Summary:

Motivated and detail-oriented Software Engineering student with a strong foundation in C++, C#, .NET, Flutter, Dart, Java, and SQL. Experienced in AI-driven applications and technology-focused education, with a proven ability to develop innovative solutions through hackathons, including an **award-winning project at the Schreiber Lev-Tech Hackathon 2024**. Passionate about technology, software development, and sound design, with hands-on experience in **teaching programming and basic electrical engineering to young students**. Skilled in **team collaboration, mentorship, and UI design**. Currently expanding expertise in Java and SQL, Seeking an **entry-level** software engineering position to apply and grow my skills in a professional setting.

Technical Skills:

- **Programming Languages:** C++, C#, .NET, Flutter, Dart, Java, SQL (SQLite)
- **Frameworks & Tools:** .NET, Flutter, GitHub, Notion
- **Additional Skills:** Teamwork, mentorship, teaching, UI design

Education:

- **B.Sc. in Software Engineering (Second Year)** – JCT College of Technology (2022 – Present)
- Sound Design and Music Production Course – BPM College of Music
- **Perach Scholar Program** – Instructor in Programming (Scratch), Basic Electricity and Arduino

Work Experience:

Programming & Electrical Engineering Teacher & Mentor (5th-6th Grade)

- Taught programming in Scratch, basic electricity, and Arduino to elementary school students as part of the Perach Scholar Program.
- Developed interactive and engaging lessons to introduce young learners to fundamental programming and engineering concepts.

Projects (Academic & Personal):

- **ResqDoc:** AI-powered documentation system for United Hatzalah, awarded third place in the Schreiber Lev Tech Hackathon 2024.
- **MissionForce:** Volunteer management system developed as an academic project, receiving a perfect grade (100) and high praise.
- **Self-Luz:** Goal and task management system, developed using Dart and Flutter.
- **The Walking Cat:** a retro game, developed in **scratch** and **pictoblox**, controlled by a **self-made joystick by Arduino** and **makey-makey**.

Languages:

- **Hebrew:** Native
- **English:** Full Professional Proficiency