

# DVIR MAGEN

## CONTACT

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## SUMMARY

Results-driven software developer with strong hands-on experience in React, TypeScript, NextJS and JavaScript. Skilled in building practical tools and full-stack applications, working in Linux environments, and using Git and shell utilities in daily workflows. A fast learner with solid problem-solving abilities, passionate about writing clean, maintainable code and continuously expanding technical skills. Adept at collaborating in team settings and delivering reliable, high-quality software.

## EDUCATION

**Bachelor in Computer Science |**  
The Academic College of Tel Aviv-Yafo,  
April 2024

## SKILLS

### Programing Languages

Python | Bash / Shell | JavaScript | TypeScript |  
SQL | JSON | HTML | CSS |

### Programing Frameworks

VS Code | PyCharm | Cursor | IntelliJ | React |  
Next.js | Node.js | FastAPI | Claude | AWS  
Amplify | MongoDB | PostgreSQL | Docker |  
Git | GitHub | Linux | Postman |

### Concepts & Knowledge

Object-Oriented Programming (OOP) |  
REST APIs | Asynchronous Programming |  
Data Structures | Algorithms | CI/CD | Vibe  
Coding | Cloud Fundamentals | DevOps  
Principles | System Design Basics |  
Networking Basics | Testing & Automation |  
Debugging & Troubleshooting |

## LANGUAGES

- English - Fluent
- Hebrew - Native

## MILITARY SERVICE

**Combat Engineer Sergeant |**  
November 2016- July 2019

## EXPERIENCE

### Full Stack Developer | March 2025 - present

Slash-In, Binyamina, Israel

Building a smart and user-friendly recruitment platform that enables companies of all sizes to post job listings and directly match with suitable candidates based on job-specific criteria. Using technologies such as Next.js, TypeScript, DynamoDB, CloudWatch, Cursor and more, while working in a small, agile team to develop scalable, high-impact features that enhance the hiring experience for both employers and candidates.

## PROJECTS

### COSMIC RACE - FINAL PROJECT- UNITY + C#

- Designed and implemented a robust game server using Java to handle gaming challenges such as timeouts, lags, and interruptions.
- Utilized Unity (C#) for game development, delivering a high-performance, cross-platform experience.
- Created and managed a web server using Node.js, ensuring smooth database operations and real-time data handling.
- Implemented two communication protocols, leveraging Sockets for seamless online mode communication

### ALTERNATIVE BANKING SYSTEM - JAVA

- Developed a client/server window application system for an alternative banking platform.
- Implemented HTTP requests to enable communication between client applications and the server.
- Addressed multi-threading challenges on the server side, including thread pool management, internal blocking queue management.