

Ido Waisbart

A creative, serious, responsible, and patient 3rd year student and software developer.

An attentive team player with high self-studying abilities.



[My Website](#)



Phone – 0586401545

Email – idowaisbart@gmail.com

Languages - Hebrew – Native Level, English – Bilingual Level

Programming Abilities

A wealth of experience in object-oriented programming, with the languages: C#, JavaScript/HTML with the library React.js, C/C++ and Python.

Experienced in the tools and programming environments: Trello, WebStorm, GitHub (+ GitHub Desktop), Visual Studio, PyCharm and MS Word.

2022 – Present: Studying of web development with JS and React in the course “Front End Development Libraries”, freeCodeCamp.

2014 – Present: Development, programming and management of 2D video games in the game engine Unity, with some experience in the game engines Godot and Unreal Engine 5. Includes C# programming, project management, design and animation, and composing.

Education

2020 – Present: 3rd year student, bachelor's degree in Computer Sciences, The Open University, Israel.

2016 – 2019: Student in [Magshimim, the national cyber program](#). I've learnt C, advanced C++, Python and networking, Assembly and computer organization, C# and application development, and project management.

2012 – 2019: Student in gifted class with an extended matriculation in System Planning and Programming.

- 10 units in Computer Sciences/System Planning and Programming.

- 5 units in English, 5 units in Mathematics.

Military Service

2019 – 2020: The Technology and Maintenance Force, propulsion systems technician of Merkava sign 3 and 4 tanks. My responsibilities were operation, diagnosis and repairing of the electronic and defensive systems of the Merkava's and take care of their ongoing functioning.

Volunteering

2016 – 2019: Help and accompaniment in kindergartens for children on the autism spectrum, the kindergartens Natav and Agurim, Ashdod.

I was required to show patience and tolerance, creativity and thinking outside of the box.

Projects and Events

2022 – Present: Development of a [personal website](#), uploaded to the internet with AWS Amplify to a custom domain.

2022 – Present: Programming and management of [“Adrift”](#) - a game project, and a 6-membered team with GitHub.

2022: Development of a [simple RPG game development framework](#), released to GitHub.

2021 – 2022: Solo development of a casual and simple mobile game for the Android phone, [“Triple Triangle”](#).

2019 – 2022: Participation in many [game development competitions](#), “Game Jams”.

2019 – 2022: Programming of [a smart maze generator and solver](#) in Python, with a Genetic Algorithm.