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| [Github Logo - Free social media icons](https://github.com/Ido-Waisbart) | [My](https://www.idow.xyz/) Website | [Linkedin - Free social media icons](https://www.linkedin.com/in/ido-waisbart/) | [Email - Free multimedia icons](mailto:idowaisbart@gmail.com) |

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| Projects and Events  2022 – Present: Development of a [personal website](https://www.idow.xyz/), uploaded to the internet with AWS Amplify to a custom domain.  2022 – Present: Programming and management of [“Adrift”](https://blawnode.itch.io/adrift) - a game project, and a 6-membered team with GitHub.  2022: Development of a [simple RPG game development framework](https://github.com/blawnode/The-Rock-Simulator), released to GitHub.  2021 – 2022: Solo development of a casual and simple mobile game for the Android phone, “[Triple Triangle](https://github.com/blawnode/Triple-Triangle).”  2019 – 2022: Participation in many [game development competitions](https://blawnode.itch.io/adrift), “Game Jams”.  2019 – 2022: Programming of [a smart maze generator and solver](https://github.com/Ido-Waisbart/Genetic-Maze-Solver) in Python, with a Genetic Algorithm. |  | Phone – 0586401545 Email – [idowaisbart@gmail.com](mailto: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](https://www.magshimim.cyber.org.il/). 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. |