Israel Felhandler

18011 Biscayne Blvd. #602, North Miami, FL 33160 • (786) 389-4465 • iFelhandler@gmail.com • Website: israelF6.github.io

Career Summary

I am eager to continue my career as a software engineer and grow together with a great company. I have excellent personal, analytical, and computational problem-solving skills and am comfortable with self-directed learning.

Education

Florida State University - Tallahassee, FL   *Aug 2016 – Aug 2018*

B.S. Computer Science, 3.13 GPA

Member of the Association of Computing Machinery (ACM) and FSU Cyber Security club

Florida State University - Tallahassee, FL   *Aug 2012 – Aug 2016*

B.S. Mathematics

Projects

Trail Trak - July 2017 (Group)

- An android app written in Java using the Google maps API to track runs and display the path traveled on the map along with statistics such as total time/distance traveled, avg speed, and lap information among others. We used GitHub as version control to track changes made to the project.

FastClass - March 2017 (Group)

- A website/App written using Java, PHP, and HTML/CSS to streamline classroom attendance, using MySQL to maintain the database. We used GitHub as version control to collectively track changes made to the project. My job in the group was to set up the database and connect to it using PHP.

Binary Search Tree - February 2017

- A self-organizing BST written in C++ with various member functions and forms of traversal to help understand data structures.

Gaussian Elimination - March 2016

- An algorithm for solving matrices in the form Ax = b, written in C++ for a Numerical Analysis course.

Faculty Directory - July 2017

- An algorithm written in Python that scrapes information from the FSU CS department website to create a directory with several details on each faculty member.

Many others available at github.com/IsraelF6

Technical and Other Skills

Languages: C/C++ (4 years), Java (2 years), SQL (2 years), HTML/CSS (2 years), Python (1.5 years), C# (1 year), JavaScript (1 year), PHP (1 year)

Other computer skills: Proficient in UNIX OS (4 years); experience with OOP design patterns (3 years), Git (1 year), Visual Studio (3 years); working knowledge of Bootstrap, JSON, .NET Framework, Android/XML.