

Itamar Baharav

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Executive Summary

Recent Computer Science graduate with a concentration in Game Development, seeking an entry-level role in game development or software engineering. Strong foundation in programming, problem-solving, and Agile team-based development. Highly motivated and eager to learn new technologies and grow as a developer.

Relevant Skills

- **Methodologies & Frameworks:** SDLC, Agile, OOP, CI/CD
- **Tools:** Unity (2D & 3D), Unreal Engine 5, Visual Studio, .NET Core, Microsoft Access, Microsoft Excel, Jira
- **Version Control:** GitHub, Git
- **Web Technologies:** HTML5, CSS, JavaScript
- **Testing:** Unit Testing
- **Programming Languages:** C++, C#, Java, Python, SQL

Education

Fairleigh Dickinson University (FDU), Madison, NJ

August 2021 - May 2025

- Bachelor of Science in Computer Science - Minor in Mathematics
- Honors List (Spring 2023, Spring 2025) & Dean's List (Fall 2022)
- Relevant coursework: Advanced Data Structures & Algorithms, Operating Systems, Software Design, Database Systems, Computer Organization, Linear Algebra, Statistics.

Academic Projects

Senior Project: 2D Platformer - Unity, C#

Summer 2024

- Designed and implemented a 2D platformer game in Unity, utilizing Gimp for art assets.
- Handled all aspects of art design, animation, core functionality, and narrative development.

Personal Project: Website/Portfolio - JavaScript, HTML/CSS

Spring 2025

- Created a professional and user-friendly website showcasing my skills and portfolio as a computer science student. Hosted on Netlify, received positive feedback for design and usability.

Class Project: Business Website - PHP, SQL, HTML/CSS

Spring 2025

- Built the front end of a website for a home oil change business using HTML and CSS.
- Created and maintained the back end of the website and its database using PHP and SQL.

Campus Involvement

FDU Game Development Club | Member

Spring 2024

- Designed game levels and wrote game code using Unity.
- Attended team meetings and contributed to idea generation.
- Collaborated with peers using Jira and GitHub to manage the development workflow.

Work Experience

Starbucks Coffee Company, Florham Park, NJ | Barista Trainer

Jan 2023 – May 2025

- Prepared drinks and provided excellent customer service, addressing questions and concerns.
- Created positive customer interactions and maintained effective team communication and collaboration.
- Trained six new employees on order preparation, store procedures, and professional conduct.