

Itamar Baharav

Parsippany, New Jersey

Phone: (973) 369-4032

Email: Itamarbaharav@gmail.com

GitHub: <https://github.com/Itamar1567>

Website: <https://itamarbaharav-portfolio.netlify.app/>

Executive Summary

Motivated and technically proficient recent graduate with a Bachelor's degree in Computer Science (Game Development concentration). Eager to contribute to innovative software projects while growing as a software engineer and creative problem-solver. Strong foundation in programming, analytical thinking, and project-based development, with a passion for continuous learning.

Relevant Skills

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

Education

Fairleigh Dickinson University (FDU), Madison, NJ

Graduated: 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

Personal Project: Website/Portfolio

Fall 2023

- Created a professional and user-friendly website showcasing my skills and portfolio as a computer science student. Received positive feedback on the website's aesthetics and functionality.

Senior Project: 2D Platformer

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.

Class Project: Business Website

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*

January 2024 – May 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.