Jonathan Miroshnik

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GitHub: https://github.com/JonathanMiroshnik

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Skills:

- Programming Languages: Python, C, C++, Java, C#, Lua, SQL
- Platforms: Unity, Vast experience with Windows, experience with Linux
- Tools: git, Visual Studio, CLion, PyCharm, IntelliJ
- APIs: ChatGPT, Stable Diffusion

Summary:

Autodidactic, Creative and highly motivated to learn how to solve new hard problems. Highly passionate about computers and program as a hobby and a creative outlet.

Education:

2021 – 2024   B.Sc. in Computer Science

Hebrew University of Jerusalem (84 Average)

"Ironi A Modi'in" Highschool

- Expanded Computer Programming and Physics, creating websites, using OOP in various domains.

Experience:

2019   Betterplay.ai, Modi'in-Maccabim-Re'ut (Summer Project) – Programmer

- **Trained many CV classification models** for the recognition and classification of video data.
- **Set specification, created, cleaned and maintained data** for training of various video classification models.
- **Created pipelines for use of AI models with Python.**

Military Service:

2016 – 2018   Computer Network Administrator

- **Continuous creation of shell scripts and protocols** for maintenance and automation of computer networks.
- **Overlooked further training** of network administrators.
- Responsible for the **upkeep of hundreds of various computers** and army devices with On-call experience.

Projects:

- Walls Beyond Walls – VR art game using ComfyUI for image generation. Written in **C#**.
- IBV Key-Value Store – Quick network database using Infiniband Verbs. Written in **C**.
- Prompts & Perils – Text game using interactions between LLM through AWS APIs. Written in **C#**.

Languages: Hebrew – Native, English – Fluent, Russian – Conversational