

Lidor Cohen

Computer Engineering Student



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CODING EXPERIENCE

Python

Java

C#

C++

C

MATLAB

LANGUAGES

Hebrew

Native Speaker

English

Full Professional Proficiency

SKILLS

Self Learning

Teamwork

Critical Thinking

Time Management

Adaptability

EDUCATION

Bar-Ilan University

Computer Engineering GPA 85

2019 - Present

Courses

- Data Structures and Algorithms
- Operating Systems
- Logic Design
- Object Oriented Programming
- Embedded Systems
- Design Patterns

Bar-Ilan University

Pre-Academic Course GPA 98

2017 - 2019

Bar-Ilan University

Logistics & Economics

2009 - 2012

PROGRAMMING PROJECTS

Server-Client Trivia Game | Python

- Learned about TCP/UDP protocols and how to implement a TCP connection in python.
- Implemented Threads and learned how to use them to manage multiple clients.
- Learned about server and client-side programming.

Card Game (Yaniv) | Java

- Learned how to work in a team and manage its progress and tasks in GitHub to build a large code project.
- Implemented Object Oriented Programming principles such as Encapsulation, Abstraction, Inheritance and Polymorphism.

Board Surfer Game | C# (Unity)

- Took on a personal project and learned how to manage the workload in order to make steady progress.
- Improved my research and problem-solving skills which helped me fix, refactor and improve my code.

Interactive Book Library | C

- Learned about the efficient use of pointers, data structures and memory allocations.
- Learned how to partition large coding projects to multiple files and functions.

Embedded Systems Lab | C/Assembly

- Learned how to study effectively from documentation.
- Learned how Microcontrollers function in general and how to operate them.
- Used an Oscilloscope and a Signal Generator regularly to operate and test a Microcontroller.

MILITARY SERVICE

Logistics & Supply Chain Officer (2012 - 2017)

Learned how to manage my time and tasks in an intensive work environment, while leading a team and managing multiple projects. Released as Captain.