

Liel Amar

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Passionate software developer with over seven years of experience. Currently a 1st-year M.Sc. Computer Science student at the Hebrew University of Jerusalem. Excellent team worker and self-learner, motivated and ambitious to grow professionally.

Education

M.Sc. in Computer Science | The Hebrew University of Jerusalem April 2024 - Present

B.Sc. in Computer Science | The Hebrew University of Jerusalem October 2021 - August 2024

- **GPA: 92.8**
- Dean's List for 2021/22 and 2022/23.
- Participated in the Student Exchange Program at the University of Florida

Professional Experience

Software Developer | Urbanico, Jerusalem January 2024 - September 2024

- Designed and implemented a uniform data storage solution integrated with **Google Cloud Storage**.
- Developed a system to tune, train, and use machine learning models with **Scikit-Learn & Ray**.
- Developed a REST API backend and a frontend dashboard for client interaction using **FastAPI**, **PostgreSQL**, and React, replacing the existing system and reducing load time by ~70%.
- Proposed and implemented the company's first CI/CD pipelines, automating tasks such as unit testing, format validation, and lint checks, improving development workflow and code quality.

Note: Urbanico ceased operations due to financial constraints.

Fullstack Developer - Summer Internship | Oversight, Petah Tikva July 2022 - October 2022

- Maintained and enhanced a B2B startup backend and frontend, added new features, improved performance, and lowered response times using **TypeScript** and **MongoDB**.

Software Developer - Remote | ReWrite Media, North Carolina January 2021 - August 2021

- Developed a real-time audio streaming service, integrated with public web applications, staff moderation tools, and video game servers, serving thousands of concurrent users, using **Java**, **Redis**, and MongoDB.
- Developed interactive multiplayer game servers using Minestom and Paper.

Volunteer Experience

Staff Member, Mentor | Hypixel, Quebec July 2019 - May 2021

- Trained and mentored 4 staff members from different countries.
- Assisted with game design and testing of new features.

Projects

[Two-Factor Authentication](#) 2020 - Present

- Developed a cross-proxy 2FA plugin for Spigot and Bungeecord, supporting multiple storage options, used by hundreds of servers.

[Defeating Frogger with AI](#) 2024

- Implemented and trained AI agents to beat varying difficulty levels in the Frogger arcade game, using Reinforcement Learning and Genetic Algorithms.