

Liel Amar

lielamar.com github.com/lielamar liel@lielamar.com [+972-54-974-1803](tel:+972-54-974-1803)

I've been building my own and others' ideas since I was 13, and I'm passionate about software design & architecture. My expertise lies in bringing product visions to life, mostly through mobile and web apps. Currently, I'm a 1st year M.Sc. Computer Science student at the Hebrew University of Jerusalem, focusing on Machine Learning. I am looking for full-time positions in machine learning or general software development.

Education

- | | |
|---|----------------------------|
| M.Sc. in Computer Science The Hebrew University of Jerusalem | October 2024 - Present |
| <ul style="list-style-type: none">• GPA: 95• Researching Weight Space Learning under the supervision of Prof. Yedid Hoshen. | |
| B.Sc. in Computer Science The Hebrew University of Jerusalem | October 2021 - August 2024 |
| <ul style="list-style-type: none">• GPA: 93• Dean's List for 2021/22 and 2022/23.• Participated in the Student Exchange Program at the University of Florida. | |

Professional Experience

- | | |
|---|-------------------------------|
| Software Developer Freelance | February 2019 - Present |
| <ul style="list-style-type: none">• Developed a diverse range of software solutions including plugins, web, and mobile applications for various clients.• Provided technical consulting to multiple clients on general software and architectural decisions.• Founded and developed both open and closed-source projects, including personal startups. | |
| Software Developer Urbanico, Jerusalem | January 2024 - September 2024 |
| <ul style="list-style-type: none">• 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. | |
| <i>Note: Urbanico ceased operations due to financial constraints.</i> | |
| Fullstack Developer - Summer Internship Oversight, Petah Tikva | July 2022 - October 2022 |
| <ul style="list-style-type: none">• Maintained a B2B startup - designed and added new features, improved general performance, and cut response times by over 50%, using primarily TypeScript and MongoDB. | |
| Software Developer - Remote ReWrite Media, North Carolina | January 2021 - August 2021 |
| <ul style="list-style-type: none">• Developed a real-time audio streaming service, integrated with several web applications, moderation tools, and game servers, serving thousands of concurrent users, using Java, Redis, and MongoDB.• Developed interactive multiplayer game servers using Minestom and Paper. | |

Projects

- | | |
|---|----------------|
| Two-Factor Authentication | 2020 - Present |
| <ul style="list-style-type: none">• Developed a cross-proxy Two-Factor Authentication plugin for Bukkit servers, with 10,000+ downloads and in active use by hundreds of servers. | |
| DoubleYou | 2025 |
| <ul style="list-style-type: none">• A winning project for HUJI's 2025 Hackathon - a Context-Aware Personalized AI Assistant | |

Publications

- | | |
|---|------|
| Charting and Navigating Hugging Face's Model Atlas (Arxiv Preprint) | 2025 |
| Eliahu Horwitz, Nitzan Kurer, Jonathan Kahana, Liel Amar , Yedid Hoshen | |