

LIOR SHEM TOV

HIGH SCHOOL STUDENT & PROGRAMMER | ROBOTICS TEAM CAPTAIN



Contact

Phone

☎ [050-8335788](tel:050-8335788)

Email

✉ liorshemtov2008@gmail.com

GitHub

🐙 [Github.com/Lior1254](https://github.com/Lior1254)

Location

📍 [Beer Sheva](#)



Skills

Programming & Tools:

C++, C, Assembly, Java,
C#, Python

SQLite, Firebase

Git & Git Bash,
GitHub/GitLab

Security & Debugging:

GDB, IDA, Wireshark



Language

Hebrew ★★★★★

English ★★★★★



PROFILE

High school student passionate about software engineering, with a strong focus on programming, cybersecurity and reverse engineering. Motivated, independent, and focused on learning through hands-on experience and CTF challenges.

Captain of a high school robotics team, leading collaboration and problem-solving in technical projects.

Always seeking meaningful opportunities to grow, build, and contribute in the tech world.



EDUCATION

High School

2021 - Present

- 5 units in Computer Science
- 5 units in Software Engineering (Android Studio)
- 5 units in Math, Physics, and Robotics (in progress)

"Magshimim" cyber program

Computer Architecture, Assembly & Reverse Engineering

2024 - Present

- In-depth understanding of Linux internals and x86 assembly
- Led a reverse engineering project analyzing protected code to uncover weaknesses

C and C++ Programming

2024 - Present

- Built a **multiplayer Trivia game** with a C++ server (WinSock) and C# WPF client
- Built a gallery system using SQL for data storage and user interaction

Python Networking Expertise

2024

- Built a **proxy server** and analyzed vulnerabilities in a simulated social network
- Completed Python projects using Requests, Sockets, and Scapy
- Used Wireshark and Fiddler for traffic analysis and debugging
- Familiar with the 5-layer network mod



PRACTICAL EXPERIENCE

2024 - Present

- Practiced reverse engineering and exploitation on Pwnable.kr using GDB
- Built a Hangman game in Assembly with topics and ASCII animations
- Started working on a personal operating system project
- Planning a compiler development project
- Published selected projects on GitHub (link available upon request)

If necessary, I am prepared to showcase the projects I have completed