

LIOR KLUNOVER

Junior Software Developer

052-8198460

liorklunover@gmail.com

GitHub

LinkDin

Personal Website

ABOUT ME

Computer Science student looking for software development role. Skilled in Java, React, Python, SQL, and C, specializing in Object-Oriented Programming. Excited to apply theoretical knowledge to real-world projects and progress in the industry.

KEY STRENGTH

Programming: Java, C, C++, Python

Frameworks & Libraries: JavaFX, NumPy, Pandas

Web Development: JavaScript (React), HTML, CSS, Node.js

Database: PostgreSQL

DevOps & Tools: Git, Jenkins, Jira, Networking, Linux, Docker

EDUCATION

B.Sc Computer Science - Open University of Israel

2021 - 2025 Mar

GPA - 86

RELEVANT COURSES

Data Structures - 92, Intro to CS (Java) - 91, Advanced Java - 93, OOP - 95, Operating Systems - 94
Database - 98, System Programming in C - 95, Computer Networks - 98

M.Sc Computer Science - Open University of Israel

Expected to start in March 2025

High school

Computer Science, Physics

PROJECTS

Portfolio - React **LIVE**

Developed a responsive and modern personal portfolio website. Leveraged React for dynamic UI components, Next.js for server-side rendering and routing, and Tailwind CSS for a sleek, custom design. Deployed the site using Vercel, ensuring optimal performance and scalability.

OCR Tool (Image to Text) for Windows - Python

Developed a lightweight OCR tool that integrates with Windows Snipping Tool for quick, accurate text extraction from images. Designed for daily use, it provides seamless operation with simple hotkeys, ideal for fast, efficient OCR without bulky software.

Assembler - C

Developed a powerful assembler program with over 2000 lines of code, translating high-level assembly-like code into machine code for a specialized processor. Integrated advanced features such as symbol resolution, instruction parsing, and memory management, dramatically boosting code translation efficiency and accuracy.

Sudoku Solver - Java Swing

Designed and implemented a dynamic Sudoku game in Java Spring, offering both classic 9x9 and challenging 16x16 puzzles. Utilized a sophisticated recursive backtracking algorithm to drive game completion. Explore the full project on GitHub to see the advanced functionality and design.

WORK EXPERIENCE

NOC ENGINEER - STUDENT

Jul 2023 - Present

AccessFintech | Tel-Aviv

- Managed microservices and databases on AWS cloud infrastructure.
- Monitored and maintained Kubernetes pods using Grafana and Elasticsearch.
- Deployed services using ArgoCD and Jenkins, ensuring seamless operation.
- Handled message queues like Kafka and RabbitMQ, optimizing communication among distributed components.
- Perform troubleshooting and provide first-line incident response to network issues, ensuring timely resolution or escalation when necessary.
- Provided technical support and training to staff and clients.