

ITAY LEVY

SOFTWARE DEVELOPER

CONTACT

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Tel Aviv
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SKILLS

- Game Development
- Web Development
- Backend Development
- 3D Graphics
- Database Management
- Version Control and Project Management
- Collaboration and Research

TECHNOLOGIES

- Unity, C#, Blender
- Node.js, React, TypeScript
- Babylon.js, Three.js
- Spring Boot, Java
- C++, JavaScript, Python, Bash
- MongoDB, SQL
- Kubernetes, Docker
- Git, Jira

EDUCATION

Bagrut Certification

Ginsburg, Yavne

Sep 2013 - Jun 2019

Computer Science - 10 points
Physics - 5 points

LANGUAGES

English
Hebrew

PROFILE

Enthusiastic Software and Game Developer with a strong passion for learning and tackling exciting projects.
Highly skilled in Game Development using Unity and C#, as well as Fullstack Development with expertise in Node.js, React, Spring Boot, and C++.
A self-learner who quickly adapts to new technologies while maintaining high productivity levels, resulting in successful project outcomes and efficient workflows.

WORK EXPERIENCE

Software Developer

Amdocs

Sep 2022 - Aug 2023

- Designed and developed a 3D telecom store in a VR environment for the Metaverse, using React, Babylon.js, and Blender, enabling seamless integration of virtual interactions in telecom services.
- Integrated Generative AI, Blockchain, and NFTs into new REST API services using Node.js, facilitating the development of cutting-edge features within the project.
- Maintained and enhanced existing Spring Boot REST API services within a complex micro-services architecture, ensuring consistent functionality and system stability across distributed services.
- Collaborated with a research team to evaluate and integrate emerging technologies including VR and AI into telecom solutions, contributing to strategic technical decisions and improving team adaptability using Scrum methodology.

Software Developer

Battle Lab, IDF

Feb 2021 - Jul 2022

- Developed 3D simulations to test new military technologies and weapons, including Infantry and Infantry-based systems, UAVs, and Vehicles, using C# and Unity 3D, ensuring realistic and effective testing environments..
- Developed AR/VR-based Locators Augmentation Simulation for testing new command systems, interfacing with 'Mesoa' (command and control system) to assist platoon commanders in decision-making simulations.
- Developed desktop applications using C++ with MongoDB and SQL Server on Windows OS, supporting data analysis and management for military tech testing simulations.
- Contributed to the architecture, design, and development of advanced military simulation systems for testing purposes, following Agile Scrum methodology with Git and Microsoft TFS.

Intelligence NCO

Moran Unit, IDF

Jan 2020 - Feb 2021

- Experienced in Aerial photographic and satellite image interpretation and producing intel used for locating and creating targets
- Analyzed geographic data and produced visual intelligence aids using ArcGIS
- Advanced Office (Excel, PowerPoint) and basic video editing (Adobe Premiere Pro) skills

References available upon request