

# NIR BETESH

SOFTWARE ENGINEER

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GitHub

LinkedIn

## PROFILE

Software Engineering graduate with a strong passion for software development. I have hands-on experience with object-oriented programming, a strong foundation in system architecture, and a proven ability to learn new technologies independently. I excel in working collaboratively within Agile methodologies, ensuring adaptability and efficiency in team environments.

## EXPERIENCE

### 2024 - PRESENT

#### AWS Certification

- Perusing an AWS 'Certified Cloud Practitioner' certification .

#### Shelter Construction Manager

- A comprehensive management system tailored for shelter construction company.

### 2023

#### Space Shooter Game

- Developed a 2D game in Unity using C#.

#### Teaching Assistant - Web Development Course

- Reviewed assignments and provided feedback to students in Web Development course.

#### Playground Universe

- Developed an animated playground in C as part of a computer graphics course, utilizing OpenGL.

### 2022

#### Vending Machines Control Hub

- Designed a Java-based graphical control hub for smart vending machines.

## VOLUNTEERING

### 2021 - 2023

#### Perach Scholarship

- mentoring program for two years. In this role, I mentored a high school student.

#### Recipe with Memory scholarship

- As part of the "Recipe with Memory" project, I honored bereaved families by cooking dishes their loved ones cherished.

## EDUCATION

### 2010 - 2013

#### HIGH SCHOOL - ORT

- Computer Science - 9 units

### 2020 - 2024

#### BRAUDE COLLEGE

- B.Sc. in Software Engineering.
- GPA: 83.0/100.0

## SKILLS

- Python
- Java
- C#
- C
- C++
- Unity
- Cloud Computing
- React
- Node.js
- Svelte
- SvelteKit
- Tailwind
- Teamwork
- Leadership

## LANGUAGES

- Hebrew - Native
- English - Proficient