# OR BEN NUN

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#### **SKILLS**

**Programming** | C, C++, Python, Java, JavaScript, HTML, CSS, Git, SQL, MongoDB.

**Academic courses** | OOP, Algorithms, Data structures, Advanced Software Development, Machine Learning and Data mining, Data Science, Deep Learning, Operating Systems, Complexity Analysis, and Problem-solving.

**Personal** | High interpersonal and communicational skills, independent, continuously learner, well-organized team player, Strong collaborator, ability to create timely content with attention to detail.

## SOFTWARE ENGINEERING EXPERIENCE

## **Data science | Image Clothing Classification**

Jan 2023

A data science project, classifying clothing using a neural network

Python | NumPy | PyTorch

- Trained a neural network on a dataset of 70,000 images of clothing and accurately classify them into 10 distinct categories.
- Optimized the neural network to achieve an 88% accuracy rate.

## **Data science | Heart Diseases Prediction**

Dec 2022

A data science project, predicting heart disease using machine learning

Python | NumPy | Sklearn

- Preprocessed data of 35,000 patients by cleaning it, dealing with null values, encoding categorical values, and addressing data imbalance to prepare the data for analysis.
- Analyzed the data, investigated the features, checked for correlation between the features, examined data distribution, and detected any anomalies.
- Applied a variety of machine learning algorithms to achieve an 87% success rate.

#### Full stack | Movie Rating Web Application

Jul 2022 – Aug 2022

Web application for movie rating

JavaScript | NodeJS | Express | MongoDB | HTML | CSS

- Created a movie rating web application from scratch, with 3 interfaces for Users, Management, and Statistics.
- Utilized APIs to gather data and currently has a dataset of over 100 movies.
- Designed in MVC architecture pattern.

## **Software Engineer | Flight Simulator System**

Apr 2022 – Jun 2022

 $\textit{Flight Simulator Application, connected to open-source Flight-Gear program } \quad \text{Java} \mid \text{JavaFX} \mid \text{MongoDB}$ 

- Architected a flight simulator application using various architecture and design patterns.
- Collected and managed real-time/time series data of airplanes.
- Designed and developed a front-end system using JavaFX UI that communicates via TCP/HTTP to control and locate airplanes around the globe.

#### **EDUCATION**

## B.S. COMPUTER SCIENCE: THE COLLEGE OF MANAGEMENT

Oct 2020 - Present.

**Internship – Data Science:** During my academic internship in Data Science, I acquired knowledge of various models, algorithms, and tools such as neural networks, NumPy, Scikit-Learn, and PyTorch. I gained hands-on experience through projects and developed a strong understanding of Data Science principles.