

Racheli Benchamo

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🐙 [Github](#) [LinkedIn](#)

📁 [Portfolio](#)

Languages

Hebrew	Native
English	Advanced

Technical Skills

Programming Languages:

C, C++, Python, JavaScript, TypeScript, Java, C#.

Web Technologies

HTML, CSS, React, Angular, ASP.NET

Other

Linux, Visual Studio, Git.

Volunteering

(2021-2022) Scholarship via "Shavot" association

Delivering empowering content to sixth grade girls and useful tools to help them later in life.

Profile

Software Engineer with a degree in Computer Science, passionate about problem-solving and coding.

I bring a strong ability to work independently while collaborating effectively in teams. I'm dedicated to delivering high-quality solutions and am always eager to learn and grow. I strive to contribute to a positive and supportive team environment, and I'm excited to join a company that values both personal and professional growth.

Work Experience

• (2024 - Present) Software Engineer, Astoria Cyber

Independently developed a new product from scratch using **Dockerized microservices**. Built the backend in **Python** with a **Flask API** and a forecast logic microservice to optimize power plant operations, determining optimal charge and sell times for BESS. Designed the UI with **React, TypeScript, HTML**, and **CSS**, improving functionality based on client feedback and adding new features to enhance performance.

• (2023 - 2024) Data analyst, Superbus Management

Utilizing Excel and VBA programming to integrate operational data across departments.

Projects

• Full Stack Development: Angular & ASP.NET for E-commerce store

Developed an e-commerce store with Angular frontend and ASP.NET backend, including user registration, login, and admin inventory management. Used Angular, ASP.NET, SQL Server, and JWT.

• Full Stack Development: React & Spring for Movie Shop

Developed a movie shop with React and Spring, featuring cart management, purchase simulation, and movie exploration using IMDB API.

• Cookery Club - Recipe Sharing Application

Created a recipe-sharing platform with SpringBoot, MVC, and Thymeleaf. Enabled recipe creation, editing, rating, and comments. Used Spring Data JPA and Bootstrap for mobile-friendly design.

• C++ Game Development

Designed and developed a complex game in C++ using OOP principles, design patterns, and SFML. Utilized Templates, Singleton, Double Dispatch, Inheritance, and Polymorphism. Managed all project stages with a focus on quality and efficiency.

Education

B.Sc. Computer Science, Hadassah Academic College

Jerusalem | 2020 - 2023

GPA: 90

- Gained solid knowledge in Operating systems, Databases, Object Oriented programming, memory management, and relevant fields
- Familiar with relevant algorithms and with their techniques.
- Proficient in Python, C, and C++. Familiar with Java and JavaScript.
- Gained knowledge in Natural Language Processing and machine learning.

Computer Science (10 Units) – High school education

Jerusalem | 2015 – 2017

- Developed a 3D Game in Java. (Grade: 100)