

Racheli Benchamo

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🐙 [Github](#) [in](#) [LinkedIn](#)

Languages

Hebrew	Native
English	Advanced

Technical Skills

Programming Languages:

C, C++, Python, JavaScript, 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

I'm a recent graduate with a degree in Computer Science, currently working as a Junior Software Engineer. I'm excited about joining a company that values both personal and professional growth, allowing me to develop my skills and advance my career.

I also have a military background, with expertise in training, scheduling, and coordinating with commanding officers. I'm skilled in time management, crisis resolution, and handling equipment failures.

Work Experience

• (2024 - Present) Software Engineer, Astoria Cyber

As a Software Engineer, I developed a new product using Python to optimize power plant benefits with electricity BESS, determining the best times to charge and sell for maximum profit. I designed the architecture, created UIs with JavaScript and HTML, and improved the product based on client feedback, while also planning and developing new features.

• (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 (NLP) and machine learning.

Computer Science (10 Units) – High school education

Jerusalem | 2015 – 2017

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