Bashar Beshoti

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Career Objective:

Software engineer with a robust background in software development, advanced algorithms, AI, and real-time simulations. Skilled in integrating machine learning, image processing, and computer vision to drive innovation and solve complex technical challenges.

Education:

B.Sc. Computer Science | **Haifa University** | 2021 – 2025

Projects:

1. **Car Parking System (CPS) :** a project serves as an illustration of an OCSF-based mediator pattern implemented in a Car Parking System [Java , JavaFX , Maven , TCP/IP].
2. **Fluid Simulation Using Grid-Based:** It uses the Navier-Stokes equations for fluid motion and the advection-diffusion equation for density and velocity [Python].
3. **Virtual Spatial Design :** The Virtual Spatial Design project utilizes Unity and C# to create immersive virtual environments for architectural and interior design exploration. Users can model, customize, and interact with 3D spaces in real-time, fostering collaboration and creativity. [Unity , C#].
4. **Game Engine :** Designed and implemented a 3D game engine using C++ and OpenGL, focusing on real-time rendering and advanced shader techniques. The engine supports various shading models, including environment mapping, toon shading, and Phong shading, delivering high-quality visual effects and dynamic scene interactions.[C++ , OpenGL]
5. **Portfolio :** A custom-made website featuring the portfolio of a computer science student, presenting their skills, projects, and academic achievements in a concise and tailored format. [HTML, CSS, JavaScript]

View Projects

Volunteering & Teaching :

- Perach Volunteer Program | Student Mentor | 2021 – 2024 : Participated in the Perach Volunteer scholarship program, mentoring elementary school students to support their academic and personal development. Contributed to the overall mission of Perach by promoting educational equity and supporting the growth of young learners.

Skills:

Basic: C, Java.

Intermediate: C++, C#, Python, SQL, OpenGL, Unity, Optimization.

Technologies and Tools: Git Bash, Unit-Testing, JavaFX, Firebase, API-Integration, A.NET.

Operating System : Windows, Linux.

Languages : Hebrew(fluent), English(fluent) and Arabic(native).

Licenses & certifications:

- **NVIDIA Fundamentals of Deep Learning** | *Issued by:* NVIDIA
  Date of Completion: July 2024