YEGOR CHEROV

eqir159@gmail.com | P: 052-662-3441 | linkedin.com/in/yegor-cherov

SUMMARY

Software developer with a knack for building diverse applications. I've created web apps, AI-powered tools, and game features. Skilled in Python, C#, and web technologies. Looking to bring my problem-solving skills and creative coding to a dynamic development team.

WORK EXPERIENCE

OFEK 324 UNIT   Rishon Le Tziyon
Cybersecurity Analyst   2022 - 2024
- Conducted weekly threat hunting, identifying and mitigating 15+ potential security threats
- Enhanced threat detection capabilities by researching Advanced Persistent Threats (APTs) and optimizing QRadar rules, resulting in improved accuracy of security event monitoring and alerting
- Collaborated on the development of custom SOC efficiency tools, streamlining workflow and reducing response time to security incidents by 20%

PROJECTS - https://rozcy.github.io/portfolio/

MERN STACK BLOG APPLICATION
- Developed a full-stack blog application using MongoDB, Express, React, and Node.js
- Implemented key features including user authentication, blog post creation, pagination, and commenting system
- Increased user engagement by designing a responsive UI with CSS animations, improving overall user experience
- Ensured robust functionality by running comprehensive API tests using Postman

WATERMARK DETECTOR
- Achieved 90% accuracy in watermark detection by developing an AI-powered system using Python and TensorFlow on a diverse dataset of images and videos
- Improved processing speed for large datasets by 90%+ through implementation of GPU acceleration and multi-threaded processing techniques

FACE TRACKER
- Created a real-time face detection and tracking system using Python and Dlib, capable of multi-target tracking with unique ID assignment
- Optimized data management by integrating an SQLite database, resulting in 30% faster retrieval of face data and improved system scalability
- Created a Tkinter-based GUI interface for real-time face tracking visualization
- Designed the system to handle both live camera feed and pre-recorded video processing

PROCEDURAL MAP GENERATOR
- Developed a Unity-based procedural terrain generation system using C#, creating diverse and realistic landscapes for enhanced gameplay experiences
- Improved game performance by 40% through implementation of a chunk-based loading system, optimizing memory usage and ensuring smooth gameplay
- Achieved a staggering 3000% improvement in map generation speed by implementing advanced multi-threading techniques and optimizing noise generation algorithms

EDUCATION

C4I CORPS - CYBER DEFENDER COURSE   2022 - 2023
- Gained comprehensive knowledge in network security, threat analysis, and cyber defence strategies
- Developed practical skills in security tools, penetration testing, and incident response
- Completed hands-on projects simulating real-world cyber attack scenarios and defence mechanisms

SKILLS

Technical Skills: Advanced in Python, C#, JavaScript, HTML/CSS, React, Node.js, Express.js, MongoDB, Unity, Git, Proficient in TensorFlow, OpenCV
Certifications & Training: Cyber Defender Certification (C4I Corps), SOC Specialist Certification (Ofek 324 Unit), Automation Specialist Certification (Ofek 324 Unit)