Icon

Description automatically generated**A white phone symbol on a black background

Description automatically generated**A picture containing clock

Description automatically generated**Yegor Cherov**

eqir159@gmail.com 052-662-3441 [linkedin.com/in/yegor-cherov](https://www.linkedin.com/in/yegor-cherov-459b1618b)

**Experience**

**Unity Developer – Self Directed Game Development Present** *Present*

* Utilized C# and Object-Oriented Programming principles to write clean, maintainable, and reusable code.
* Developed basic and advanced RTS features and mechanics resulting in engaging gameplay for players.
* Developed a variety of units that all share the same reusable scripts but still have their own special behaviors, to name a few: Catapult, Hwacha, Archer, Knight, spearman, etc …
* My portfolio: [https://rozcy.github.io/portfolio](https://rozcy.github.io/portfolio/)

**Automation’s Developer – Cyber Security** *September 2022 – April 2024*

**Ofek 324 Unit** *Rishon Le Tziyon*

* Developed a suite of Python-based automation tools, resulting in a 30% increase in team productivity and reducing manual task completion time by 50%.
* Engaged in weekly threat hunting activities, identifying and mitigating 15+ potential security threats, thereby ensuring the safety of the organization.
* Optimized system performance, resulting in a 25% improvement in system response times and user experience.

**Education**

**Bachelor of Science In Computer Science - Partial** *May 2021*

**HIT**  *Holon*

* Developed watermark recognition model using TensorFlow that identified watermarks in videos and photos with 90%+ success rate.
* Developed shape recognition using ROI’s that used threads and could concurrently watch and detect using multiple cameras.

**Certifications & Accreditations**

* Cyber Defender Certification - C4I Corps
* SOC Specialist Certification - Ofek 324 Unit
* Automation Specialist Certification – Ofek 324 Unit

**Skills**

|  |  |
| --- | --- |
| * Unity | * Python |
| * C# | * Agile/Scrum |
| * GitLab | GitHub | * Machine Learning/TensorFlow |
| * Networking | * Windows And Linux Environments |
| * HTML/CSS | * 3D Printing |
| * Game Development * OOP | * 3D Modeling * PowerShell | Batch |

**Hobbies**

|  |  |
| --- | --- |
| * 3D Printing | * Game Development |
| * PC Building | * Video Games |
| * Climbing | * Competitions |