SHAHAR **ASHER**

Software developer

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Linkedin

Github

Personal website

SUMMARY

Highly Motivated Computer Science graduate with strong skills in object-oriented programming, software design, and problem-solving. Quick to learn new technologies, highly committed, and adept at both teamwork and independent work. Eager to contribute to innovative and user-friendly software solutions while growing in a collaborative and dynamic environment.

EDUCATION

Hadassah Academic College
Bachelor's Degree in Computer Science
GPA: 91.5
2021 – 2024

Ort Givat Ram High School
High School Diploma with Full Matriculation
Certificate, Computer Science major
2013 – 2016

SKILLS

- **Programming Languages:** C++, C, C#, Java, Python, JavaScript, R, SQL, Assembly x86
- **Web Technologies:** HTML, CSS, Bootstrap
- **Frameworks & Libraries:**
  - **Frontend:** React.js, React Native
  - **Backend:** Node.js, Express.js, Spring Boot, .NET
  - **Machine Learning:** PyTorch, Scikit-learn
  - **Template Engine:** Thymeleaf
- **Databases:** MySQL, PostgreSQL, SQLite
- **DevOps & Tools:** Git, GitHub, Docker, Jenkins, Selenium/WebDriver
- **Core Competencies:** Object-Oriented Programming (OOP), Algorithms, Data Visualization, Machine Learning

LANGUAGES

- English: Fluent
- Hebrew: Native

PROJECTS

Scam Reporting Application
- Developed a full-stack web platform enabling users to report and track online scams, featuring secure user authentication and comprehensive admin dashboard
- Implemented responsive frontend using **HTML**, **CSS**, **JavaScript**, and **Bootstrap**, with **Thymeleaf** templating for seamless server-side rendering
- Built robust backend architecture using **Spring Boot** and **MySQL**, incorporating **RESTful APIs** and role-based access control
- Designed intuitive report management system allowing administrators to review, update, and analyze scam reports

Pokemon Battle Game
- Led development of a feature-rich game engine in **C++** that recreates classic Pokemon battle mechanics
- Implemented complex battle systems including dynamic stat calculations, experience-based leveling, and character progression
- Engineered smooth sprite animations and collision detection using **SFML** and **Box2D** physics engine
- Developed robust save/load functionality using **nlohmann JSON** library to persist player progress and game state
- Built custom tile-based map system with Tileson for seamless world exploration and battle transitions