Full Stack Developer

Ariel Vainshtein | [Arielv357lp@gmail.com](mailto:Arielv357lp@gmail.com) | 054-3010527 | [GitHub](https://github.com/Arielv1) | [LinkedIn](https://www.linkedin.com/in/ariel-vainshtein-41a86a1a2/) | Givataim

**Summary**

* **4 years of industry experience** as a **Full Stack & Software Developer** with a **B.Sc. in Software Engineering.**
* Proficient in multiple versions of **Angular (v12+ including LTS)**, **Java Spring Boot,** and have working knowledge of additional frameworks such as **Svelte & Vue**
* Proven ability to design, develop, and deploy scalable applications across **diverse environments** using **Jenkins, Docker,** and **Git.**
* Strong background in **API development**, **RESTful services**, and client-side **UI/UX** implementation.
* Hands-on experience with **TypeScript, Java, C#**, and **Python,** as well as relational and **NoSQL** databases (**PostgreSQL, MongoDB, AS400**).
* Adept at collaborating with **cross-functional teams** to ensure seamless delivery from specification to production.

**Experience**

2022 - Present **Full Stack Developer** – SII (Standard Israel Institute)

* Frontend development using the latest **LTS versions of Angular** – implementing **UI/UX** as well as the **client-side logic** of the projects using industry-standard methodologies via **NgRx & SignalStore**.
* Backend development with **Java Spring Boot – APIs**, **REST**, transactions, scheduled, **asynchronous** **& multithreaded** tasks, creating and exposing **microservices** endpoints.
* **Agile** workflow synced with **JIRA,** with full coordination and communication with other development departments (QA & UI/UX designers)
* **Deployment** of the projects to various environments with **Jenkins.**
* Involved throughout a **project’s entire life cycle** – from specification to production.
* Responsible for **presenting** & **showcasing** the rojects with their features to clients.

2021 - 2022 **Software Developer** - Spinomenal

* Delivered 5+ high-performing games in **TypeScript.**
* Adding new **features** for existing games and providing **bug fix** support.
* **Implementing support** for PC and mobile devices (**Apple** **& Android).**
* Experience with **TypeScript, Construct 3.0 engine**, **Adobe Photoshop** & **S3**
* Coordinating and interacting with several teams during the **production cycle.**

**Education**

2017 - 2021 **B.Sc in Software Engineering**, GPA 85, Afeka College of Engineering

2024 **Blender 3D course**, IAC - Israel Animation College

**Professional Skills**

Programming Languages: **TypeScript, Java, JavaScript, C#, Python**

Frameworks & Libraries: **Spring Boot, Angular, Node (Express), Svelte, NestJs**

Deployment & Technologies: **Git, Jenkins, Docker, Bitbucket, JIRA.**

Databases: **H2, PostgreSQL, MongoDB, AS400, JPQL, HQL**

**Military Service**

Communication specialist and operator.

**Languages**

**Hebrew & English** - Mother tongue and professional level I **Russian** – Beginner level.