Mimi Brandes - Full Stack Developer
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Profile
Motivated **Full Stack Developer** with intensive hands-on project experience in web application **design**, **development**, **testing**, and **deployment**. Participant in the Google–Reichman Tech School program, adept at utilizing modern technologies and advanced development methodologies. Proven ability to **collaborate** with teams, **optimize applications for speed and scalability**, and write **clean, maintainable code**. Eager to apply skills, contribute, and grow professionally.

Technical Skills
Programming Languages: JavaScript, **TypeScript**, Python, C#.NET, C++
Frontend Development: React (preferred), HTML, CSS
Backend Development: Node.js, **Express**, WebAPI, **RESTful APIs**
Databases: MySQL, **MongoDB**, SQL
Automated Testing: Cypress, **Selenium**, Postman
DevOps & Tools: Git, **CI/CD**, **deployment best practices**, **Docker (basic knowledge)**

Work Experience
2025 - Present | Google-Reichman | Bootcamp Participant
*   Developed in C for real-time systems, applying **debugging** and problem-solving.
*   Worked with **Cypress and Selenium for automated testing**, ensuring robust solutions.
*   Managed code, **Git**, and **CI/CD processes** for efficient **version control workflows**.

Practical Experience
2025 | Wine Tours & Shop - Tour Management System | **Node.js** | **MySQL** | **Express.js** | **React**
*   Developed **REST API** with **Node.js** and **Express.js**, handling complex schemas, **advanced SQL**.
*   Implemented security (JWT, encryption, sessions) for **scalable web applications**.
*   Built **React client-side apps** with state management, **API communication**, responsive **Front-End UI**.
*   Applied business logic for shopping cart, bookings, guide management, admin reports.

2025 | Volunteer Management System | C# .NET | WPF
*   Designed and developed multi-layer app for volunteer and task management.
*   Implemented core business logic in a 3-tier architecture for **maintainable code**.

2024 | Spot the Difference Game - Advanced Game Logic | **JavaScript** | HTML | CSS
*   Developed game engine with precise difference detection and **dynamic state management**.
*   Added difficulty levels, hints, timer, and cumulative scoring.
*   Utilized animations and DOM manipulation for a smooth, interactive **Front-End UI**.

Education
*   2023-2025 | Software Engineering Honors Program, Machon Lev – Graduated with high grades.
*   2023-2025 | Software Engineering Diploma Program – Ministry of Education accredited.

Languages
*   Hebrew – Native | English – Advanced