

# Mimi Brandes - Full Stack Developer

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## Profile

Graduate of Software Development studies and participant in the Google–Reichman Tech School program. During my studies, I took part in full-scale Fullstack projects, utilizing modern technologies and advanced development methodologies.

Experienced in working with real-time systems, automated testing, and CI/CD processes.

A fast learner who thrives under pressure, excels in teamwork, and demonstrates creative thinking and strong attention to detail.

Seeking an entry-level software development role to apply skills, contribute, and grow professionally.

## Technical Skills

**Programming Languages:** C#.NET, C++, Python, JavaScript, TypeScript

**Frontend Development:** HTML, CSS, React

**Backend Development:** Node.js, Express, WebAPI, JSON, XML

**Databases:** SQL, MySQL, MongoDB, Access

**Automated Testing:** Cypress, Selenium, Postman

**Development Processes:** CI/CD, GitHub

## Work Experience

### **2025 – Present | Google–Reichman | Bootcamp Participant**

- Developed in C with a focus on real-time systems and microcontrollers.
- Worked with Cypress and Selenium for automated testing.
- Managed code and CI/CD processes.
- Built AI-based applications.

## 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-based authentication, encryption, and session management.
- Built React client-side apps with state management, API communication, and responsive design.
- Applied business logic: shopping cart, tour bookings, guide & schedule management, admin reports.

### **2025 | Volunteer Management System | C# .NET | WPF**

- Developed multi-layer app for volunteer and task management, with role-based permissions.
- Stored data in XML and implemented core business logic in a 3-tier architecture.

### **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.
- Used animations and DOM manipulation for a smooth, interactive interface.

## 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