# **Tal Pogorelis**

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### **Education**

**Bar-Ilan University** 

Ramat Gan

Bachelor of Science in Computer Science

October 2017 - July 2020

**Weizmann Institute of Science** 

Rehovot

Computer Science Academy and Industry Course

September 2014 - June 2015

## **Experience**

MicroFocus Yehud

Bar-llan Final Project In cooperation with MicroFocus.

October 2018 | June 2019

- Developed Mobile Services running in realtime on mobile devices collecting critical information for future analysis.
- Coded Servers implementing REST API for processing and managing communication between different parts of the system.
- Developed Web Applications & Created a Database for Storing and displaying gathered Information. project was developed using: Javascript, Node.js, React.js, Swift, Java, MySQL

# Skills

Languages: Java, C++, Python, Javascript, C#, Swift

Frameworks and Libraries: Node.js, MVC Tools: Git, Unix

# **Projects**

#### Windows Image Service + Android & Web App C#, Java, Javascript

- Develop a Windows Service that listens & handles newly uploaded pictures to our defined folder.
- Create an Android app that uploads recently taken photos to our server through a TCP connection.
- Code a WebApp that displays the service info and thumbnails of our images online & lets us to: delete\fully-view selected images through the site.

## FASHION-MNIST Set Classifier Python, Numpy

• Developed a multi-class neural network that classifies images of clothing from FASHION-MNIST data set to their corresponding label with up to 89% correct prediction.

#### Reversi Game & Server C++

- Developed a Reversi Game for the PC with an option to Connect Online and play against other Online Players.
- Implemented Game Server that can host an unlimited number of games concurrently.
- Wrote UnitTests to ensure the quality of code during development.

## FoxFox - Platform Game for Android. Java, libGDX

- Created a Platform Game, Implementing custom character creation, audio, physics & collision handling.
- Wrote an addon class to quickly implement new levels into the game by processing images of map drawings.