

YAIR ZAFRANY

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yairzaff.github.io

I'm a self-taught programmer, it's my hobby to develop and create. I've meddled with different technologies over the years. I possess the basic needed computer science theoretical knowledge of data structures, object-oriented, set theory, complexity and etc. My practical experience from this hobby ranges in different fields like game development, basic embedded, security and web. I'm adapted in majority main-stream languages. I'm looking for an entry-level job in any technical position, open to but not limited to: full-stack, game-dev, R&D, automation, DevOps. Open to IT positions if you find me suitable. I'm not interested in: pure manual QA, help desk, technical support etc. In addition, I'm open to free training/volunteering programs that guarantee/offer a job.

EDUCATION

High school diploma. Majored in physics and electronics.

Different Open university bachelor courses in computer science, math, biology and economics.

Mostly self-taught in majority of topics.

SKILLS

- C/C++ programming
- Basic X86 reversing
- Python programming
- lua programming
- Game development in the unity engine(C#,3ds-max).
- Web: html, css, Js, Node, React, ejs, bootstrap.
- Basic linux and git
- Graphics: blender 3D design and animation, gimp graphic design.

PORTFOLIO

<https://yairzaff.github.io>