YAIR ZAFRANY

054-2886036

jair.zefran@gmail.com

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.

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, bootsrap.
- Basic linux and git

PORTFOLIO

https://yairzaff.github.io