

Yarden Zamir

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📍 Send me to your boss / recruiter 📍 Kfar Sava, Israel

🧰 PROFESSIONAL EXPERIENCE

Create Prepare to Dye, Project Lead 🔗

Oct 2023 | Open Source

An **Automation based game** using modified Minecraft as an engine.

- Lead a team of 5 core developers and **tens of contributors** in delivering great experiences for players using a **Game Design driven** approach
- Managed hundreds of issues, tasks and support tickets
- Managed a community of over **half a thousand people**
- Shipped the game **over 1000 times** to over **50 thousand downloads**

Qlik - SSI - Innovation Team

Backend Software Engineer

Jan 2024 – Mar 2025 | Kfar Sava

- Developed a **Langchain** based **GRPC** service for preparing data for **large language model** consumption with cdc and relationship mapping, supporting many **Vector Databases**
- Developed A simple chat client backend for use during dev and to demo service functions
- Developed **grpc to rest simulated reverse proxy**
- Wrote automated Github Actions workflows for testing, releasing, updating, validating, packaging and deploying services.

Fullstack Software Architect

Mar 2025 – present | Kfar saba

- Leading development of features, integrations and services across teams in the organization

Qlik - Data Integration Services Team,

Backend Software Engineer

May 2022 – 2024 | Kfar Sava

- Worked on a dotnet service for data pipelines
- Developed Python Testing platform for the service
- Setup automated tooling and infra to improve development
- Worked in high volume **kubernetes** environments

IThinkDifferent, Co Teacher

Jul 2014 – Aug 2014

- Taught **app development** with **LiveCode** online as a part of an **Intel program** designed for kids of employees
- Developed graphical models for learning

Project Gear, Project Lead 🔗

2018 | Open source

- Coordinated work between scores of people working all around the world
- Created workflows to improve efficiency
- Wrote a **Discord bot** to manage **issues on Github** extremely fast
- Wrote **automated builds**
- Designed a processing diagram for the core gameplay loop

🧩 TECH I SHIP WITH

Kotlin, Java, Python, TypeScript, Javascript, C# dotnet, CSS, LiveCode, Zenscript, Github Actions, Hardware, Go, Git, Unix / Linux, Docker, GRPC, AHK, zsh / bash / fish / Nu, Langchain, Large Language Models, Circle CI, kubernetes, aws, netlify, Codespaces, Protobuf, Data Pipelines, Figma, Relational/NoSQL/Document/graph/vector dbs, OpenAI/Anthropic/Google/Amazon Bedrock/ollama/ds (embedding/rag/content generation/prediction/chat), microsoft graph api, argocd, Tiger Style, uv

📁 SIDE PROJECTS

gh-source, ZSH plugin manager for people who don't like shell plugin managers 🔗

Written in zsh for zsh, downloads, sources, updates and manages plugins of any type with no need for explicit support all within your dotfiles

- Wrote automated ci for **deployment to Homebrew**

yarden-zamir.com, Personal site 🔗

Using **obsidian-zola-plus** which is my fork of rockmanvnx6's fork of obsidian-zola which uses **Zola**, **elasticsearch** and **Obsidian-export**. I use **GitHub** for content and history, **Netlify** for hosting, **Giscuss** for comments and some **python scripts** for content manipulation

Create.run, an opinionated, minimalistic Minecraft experience centered around complex and interesting automation

- Built modularly with a custom made **JavaScript DSL** written to facilitate fast iteration and readability
- Wrote **continues integration** workflows with **GitHub Actions** to build and publish the project on the store

Modular Discord Bot, extendable Discord bot written with Java and ported to Kotlin

Action Console,

A start menu alternative for when Windows 10 came out

- A modular card-based interface for interacting with ones computer
- Slick animations using a **library I wrote for Swing**
- All possible cards are packed in separate jars that can be easily hot-swapped (at runtime), expanded and loaded to extend functionality

Card dungeon game 🔗

- Endless dungeons with connecting tiles and random encounters
- Dynamic resource loading for all content in the game - Monsters, weapons, skills, tiles, etc. - Are all loaded from disc dynamically 🔗 for easy modding

Battleclick, Proof of concept Material design implementation in Java Swing with smooth Animations 🔗

- Using a library I built, shows advanced animation 🔗