

Yarden Zamir

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🧰 PROFESSIONAL EXPERIENCE

Qlik - SSI - Innovation Team,

\$ Backend Software Engineer

Jan 2024 – present | Kfar Saba

- Developed A Python GRPC service for packaging data for large language model consumption
- Developed A simple chat client backend for use during dev and to demo service functions

Qlik - Data Integration Services Team,

\$ Backend Software Engineer

May 2022 – 2024 | Kfar Sava

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

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 members an **22 total contributors** in delivering great experiences for players
- Managed hundreds of issues, tasks and support tickets
- Managed a community of over **half a thousand people**
- Shipped the game to **over 20 thousand downloads**

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

🧠 THINGS I DO WELL

Research and Development

Game Design

Project Managment

Dev Ops

Technical Writing

Creative Writing

🧩 TECH I SHIP WITH

Kotlin (Ktor, Compose) • **Java** (Spring, Swing)

Python • **Javascript** • **C#** (dotnet, unity)

TypeScript • **CSS** • **LiveCode** • **Zenscript**

Github Actions • **HTML** • **Go** • **Git**

Unix / Linux • **Docker** • **zsh / bash / fish**

FZF • **Solidworks** • **Langchain**

Large Language Models • **Circle CI**

kubernetes • **telepresence** • **aws** • **netlify**

Codespaces • **Protobuf** • **GRPC**

📁 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

yarden-zamir.com, *Personal site* 🔗

Using **obsidian-zola-plus** which is my fork of rockmanvnx6's fork of obsidian-zola which uses **Zola**, **elasticlunr** 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