




YARDEN REGEV


SOFTWARE DEVELOPER


CONTACT

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 [LinkedIn Profile](#)

 [Website](#)

 [GitHub Page](#)

TECH SKILLS

C
C++
Python
Linux
Git
Docker
AWS
HTML
CSS
JavaScript
Asynchronous Programming
Network Programming

SOFT SKILLS

Efficient and quick decision making
Great communication skills
Creative problem solving
Strategic planning
Attention to detail
Sense of ownership and of urgency
English native speaker
Hebrew native speaker

EDUCATION

Amazon 2024
AWS Certified Developer - Associate

Infinity Labs R&D 2021-2022
Software Developer

The Open University 2021
Computer Science intro - Java

MILITARY SERVICE

**Shift Supervisor of
COGAT operation room** 2018-2021
Operations Department's **Excellent
Soldier Award in both 2020 and 2021**

ABOUT ME

Experienced **Software Developer** with **3 years of hands on experience** in **embedded development** and **full-stack development**, building efficient and scalable software solutions.

Skilled in **C, C++, Python**, and **JavaScript**, with a strong background in **Linux user space and low-level kernel** development.

Passionate about **optimizing system performance** and **developing robust applications** across embedded and web environments.

WORK EXPERIENCE

Software Developer

2022-2024

Cellium

- Developed and optimized high-performance embedded software features within a real-time operating system (**RTOS**) environment using **C**, focusing on performance-oriented design and efficient resource management.
- Designed and developed a full-stack web application using **Python (Django)**, **HTML**, **CSS**, and **JavaScript**, with a strong emphasis on server-side logic for performance monitoring and UI development for user interaction and control.
- Developed and optimized software for **Linux** and **Raspberry Pi (RPI)** environments, leveraging in-depth knowledge of Linux kernel and drivers to ensure compatibility and enhance performance.
- Utilized low-level communication driver interfaces such as **UART**, **SPI**, and **I2C** to enable effective communication with hardware peripherals.
- Collaborated with cross-functional teams to gather requirements and ensure seamless integration of software components.
- Interpreted and analyzed **hardware** block diagrams, schematics, wiring diagrams and datasheets to understand hardware requirements and implement appropriate software solutions.

VOLENTTEERING EXPERIENCE

Full Stack Developer

2025-Present

DonatelT

- Built a donation platform using **Vue.js** and **Node.js**, automating the process of pooling donations to generate bulk food orders.
- Integrated food market APIs to purchase and deliver essential items directly to recipients' homes.

SOFTWARE PROJECTS

C++ Multiplayer Card Game

- Developed a multiplayer CLI game in **C++**, enabling seamless cross-computer gameplay over a **TCP** network.
- Implemented **OOP** principles for modular and maintainable code.
- Utilized **multithreading** with **thread pools** to optimize performance and responsiveness.
- Designed a real-time network communication system for smooth player interactions on **Linux**.