YEGOR CHEROV

eqir159@gmail.com | 052-662-3441 | linkedin.com/in/yegor-cherov

SUMMARY

Developer with 2 years of cybersecurity experience and another 5 of coding projects and freelancing.
I'm good with Python, JavaScript and C#, and I've built a bunch of apps. Served in a cybersecurity role in the Airforce Ofek 324 Unit after graduating from Basmach.

WORK EXPERIENCE

OFEK 324 UNIT   Rishon Le Tziyon
Cybersecurity Analyst   2022 - 2024
- Conducted weekly threat hunting, identifying and mitigating 15+ potential security threats.
- Enhanced threat detection capabilities by researching Advanced Persistent Threats (APTs) and optimizing Qradar rules, resulting in improved accuracy of security event monitoring and alerting.
- Collaborated on the development of custom Forensic Tools, streamlining workflow and reducing response time to security incidents by 20%.
- Developed a computer vision script that via character recognition alerted the SOC team that an event occurred.

PROJECTS - **My Portfolio**

3D PC BUILDING WEBSITE - **3D PC Builder**
- A 3d pc building website using react and node.js, running python script in the background for scraping and 3d model creation, running self hosted on my home server with a tunnel using Cloudflare.
- Scrapes the web for pc parts, then uses python script and machine learning models for the generation of the 3d models based on the part info and the images. Uses depth estimation to create the mesh. Post processes the images adding watermark and optimizing them for web delivery by compressing using Brotli, same is done for the 3d models. Currently is unfinished and is undergoing a massive rework.

WATERMARK DETECTOR - **WatermarkDetector**
- Achieved 90% accuracy in watermark detection system using Python and TensorFlow on a diverse dataset of images and videos containing watermarks.
- Improved processing speed for large datasets by 90%+ by using GPU acceleration and multi-threaded processing.

PROCEDURAL MAP GENERATOR - **MapGenerator**
- A procedural terrain generation system using Unity C# and Different noises in the end creating quite realistic landscapes.
- Achieved a 97% reduction in the time it takes to generate the map by implementing multi-threading, chunk-based loading system and optimizing noise generation algorithms.

BLOG WEBSITE
- A full-stack blog application using MongoDB, Express, React, and Node.js.
- Has user authentication, blog post creation, pagination, and commenting system.
- Beautifull CSS.

EDUCATION

C4I CORPS - CYBER DEFENDER COURSE   2022 - 2023
- Gained knowledge in networking, network security, threat analysis, and cyber defence strategies.
- Developed practical skills in security tools, penetration testing, and incident response.
- Completed hands-on projects simulating real-world cyber attack scenarios and defence mechanisms.

RELEVANT SKILLS

Programming Languages: Python and JavaScript/TypeScript, C#, PowerShell, Batch and Bash.
Frontend: React, HTML/CSS.
Backend: Node.js, Express.js.
Databases: MongoDB, PostgreSQL.
Tools & Platforms: Git, AWS Serverless, Postman, Docker, Jira, Linux/Unix environments.
Other: Networking, TensorFlow, OpenCV, Torch, CUDA, Unity, Multi-Threading.

CERTIFICATIONS

Cyber Defender Certification (C4I Corps), SOC Specialist Certification (Ofek 324 Unit), Cyber Analyst Certification (Ofek 324 Unit).