Yogev Ofir – Software Engineer

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Profile

I am a recent CS and Mathematics graduate, skilled in Java, C++, Python, and React Native, with strengths in full-stack development, problem-solving, and learning new technologies. Eager to tackle challenging projects, I have excellent communication skills, strong technical skills, attention to detail, and a self-driven approach to continuous improvement.

Skills

- **Java, Python, C++, C, PHP, Windows, Linux**
- **React Native, TypeScript, Flutter, Node.js, React.js, JavaScript**
- **Firebase, MongoDB, MySQL, SQL, Git**

Education

B.Sc Computer Science & Mathematics – Ariel University (GPA-85)   *Sep 2022 – March 2025*
- *Relevant Coursework:*
  - Data Structures, Algorithms, Software Engineering, Deep Learning
  - Communication Networks, Computability and Complexity, OOP

Coursera – Deep Learning (GPA-96)   *Sep 2023 – Oct 2023*
Coursera – Meta React Specialization (GPA-100)   *June 2023 – July 2023*

Projects

(Mobile Application) – TechNaim - Real-Time Technician Tracking & Scheduling: link - TechNaim

- Created a full-stack end-to-end application aimed at enhancing field service operations.
- Developed a Node.js/Express, JavaScript backend paired with a React-Native frontend utilizing TypeScript.
- Automated technician routing, dynamic schedule adjustments, and real-time location tracking using WebSockets.
- Integrated Google APIs to provide directions and traffic information.
- Designed an optimization algorithm for calculating precise ETAs and the quickest routes across various customer locations.

Semantic Template Matching for UAV Localization: link – UAV

- Developed a hybrid framework combining deep semantic segmentation with classical template matching.
- Used a UNetFormer-based network to convert raw UAV images into semantic maps highlighting key features like roads and buildings.
- Leveraged UAV metadata for pre-alignment with a reference map.
- Applied a correlation-based template matching algorithm to accurately localize the UAV, even in GNSS-denied areas.

(Mobile Application) – Secunity – Team Leader: link – Secunity

- Developed a cross-platform full-stack end-to-end application (iOS, Android, Web) for settlement security teams as part of Software Engineering course.
- Built the system using Flutter for the frontend and Firebase for the backend.
- Implemented authentication, real-time alerts, scheduling, and status updates within a modular, scalable architecture.

Military Service

Deputy Class Commander   *2018 – 2021*
- Gained skills in managing classified equipment in an artillery battery.
- Streamlined communication between different command levels.
- Worked on the SHEDER HAM system.
- Demonstrated leadership by substituting for the team commander while operate in high-pressure environments.

Additional

Languages: English (fluent), Hebrew (native)