

# Yonatan Reich

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[LinkedIn](#) | [GitHub](#) | [My personal site](#)

## SUMMARY

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Computer Science student focused on systems programming and high-performance architecture. I recognize that as software engineering rapidly adapts to new technologies, the modern developer must leverage these tools for efficiency while maintaining a rigorous system-level view. I am committed to remaining vigilant and detail-oriented, ensuring that high-level speed does not compromise the precision of low-level architectural decisions.

## EDUCATION

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### Bar-Ilan University

*Bachelor of Science in Computer Science*

Ramat Gan, Israel

*Expected Graduation: Summer 2027*

- Relevant Coursework: Operating Systems, Systems Programming, Algorithms, Data Structures, Computer Architecture, Object-Oriented Programming.

## TECHNICAL SKILLS

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**Core Languages:** C++, C, Python, JavaScript (ES6+), Java, Bash

**OS and Systems:** Linux, OS Kernel Concepts, Multithreading, Low-level Debugging (GDB), RISC-V

**Tools and Infrastructure:** Docker, Git, GCC, RESTful APIs, Networking Fundamentals

## KEY PROJECTS

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### [High-Performance Cloud Storage \(Drive Clone\)](#) | C++, Node.js, Docker, React

Completed

- **What am I solving:** Bridging the gap between theory and industry-grade architecture by delivering a full-stack project from the ground up in a collaborative environment.
- **Technical Hurdle:** Engineering a thread-safe C++ core server. Resolved through intensive system-level I/O study and low-level debugging to ensure data integrity under high concurrency.
- **Why this tech stack:** Selected C++, Node.js, and Docker to gain exposure to the diverse tools required to build and deploy performance-critical backend services.

### [Job Hunt Dashboard](#) | React, TypeScript, REST

Ongoing

- **What am I solving:** Eliminating the friction of managing long-term recruitment cycles through intuitive data categorization and interactive Sankey visualizations.
- **Technical Hurdle:** Allowing custom user flows without breaking data consistency. Solved by creating a flexible interface that lets users dynamically determine their own status categories.
- **Why this tech stack:** Used React and TypeScript to leverage modern type-safety and state management for a slick, production-ready user experience.

### [Interactive 3D Engine \(WebGL Portfolio\)](#) | Three.js, React Three Fiber, Zustand

Completed

- **What am I solving:** Differentiating my technical presence in a competitive market by creating a high-impact, interactive 3D experience that goes beyond static web templates.
- **Technical Hurdle:** Ensuring smooth synchronization across all 3D components. Overcame this by implementing centralized state management with Zustand and applying strict OOP principles.
- **Why this tech stack:** Paired Three.js for raw GPU-accelerated rendering with React Three Fiber to manage complex 3D lifecycles through a component-based approach.

## LANGUAGES

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Hebrew: Native | English: Fluent