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SUMMARY

 B.Sc. Software Engineering graduate with hands-on experience designing and developing full-stack applications. Proven ability to lead and collaborate in team environments, demonstrated through academic and real-world projects. Passionate about continuous learning, with practical experience across software development, automation systems, and robotics. Committed to delivering scalable, maintainable solutions and contributing to high-performing engineering teams.

SKILLS

- Languages: Java, Python, C, C++, C#, JavaScript, TypeScript, SQL
- Frameworks/Libraries: React, React Native, Node.js
- Tools: Git, GitHub, Linux, MySQL, MongoDB
- Core CS: Algorithms, OOP, Unit Testing, System Design

EDUCATION

B.Sc. in Software Engineering

Braude College of Engineering (Karmiel, 2019–2024)

- Capstone Project: Full-stack inventory and order management system for a large electrical supply store

Relevant coursework: Data Structures & Algorithms, Operating Systems, Real-Time Systems, Cybersecurity, Networking, Machine Learning, Data Mining, UI/UX, Software Quality Assurance

CERTIFICATIONS

- Machine Learning Specialization – DeepLearning.AI (Coursera, 2024)
- Google Data Analytics Professional Certificate (Coursera, 2024)
- React Native – The Practical Guide (Udemy, 2024)
- 100 Days of Code: Python Bootcamp (Udemy, 2024)

ADDITIONAL EDUCATION

High-School (Bagrut) Certificate (Majdal Shams, 2016)

- Physics, Math, and English: 5 units
- Computer Science: 10 units

PROJECTS

- **PowerStock – Electrical Supply Management System (2024-2025)**
 Role: Full-stack Developer
 Tech: TypeScript, Python, MongoDB
 Designed and launched an inventory and order management system for a large electrical supply store, reducing manual tracking workload by 60% and supporting real-time updates for 5000+ products

Built RESTful APIs in Python, integrated MongoDB for scalable data storage, and implemented a responsive UI in TypeScript to streamline user operations

- **Court Reservation System (2024)**

Role: Full-stack Developer

Tech: TypeScript, Python, MongoDB

Designed and implemented a web platform for booking and managing sports court reservations. Built the database in MongoDB and developed backend APIs in Python with a responsive frontend in TypeScript. Focused on calendar integration, booking validation, and admin management tools.

- **Flower Store Management App (2023)**

Role**:** Team Leader & Full-Stack Developer

Tech**:** Java, MySQL, JUnit

Led a 3-member team to develop a desktop application for managing product inventory, transactions, and order workflows for a flower shop. Designed and implemented the MySQL database schema, developed core business logic in Java, and integrated JUnit-based unit testing to ensure application reliability and data consistency.

- **Tetris Game (2016)**

Role: Solo Developer

Tech: C#

Built a functioning Tetris clone from scratch using C#. Focused on game loop mechanics, collision detection, and scoring system. Demonstrated early understanding of UI interaction and logic flow.

WORK EXPERIENCE

Automation Technician (Golan Heights, Jan 2024 – Jun 2024)

- Programmed, maintained, and optimized robotic systems using Assembly and Unitronics platforms
- Diagnosed and repaired electromechanical issues in automated lines, improving system uptime
- Gained early hands-on experience in low-level programming and real-time control systems