Benny H, Full Stack Developer

Bennyh960@gmail.com , 052-4874600, LinkedIn , GitHub

For the past six years, I have worked as a **Process Engineer** with experience in process design, development, and project management. With curiosity and passion for learning, I am now looking for my next challenge as a **Full Stack Developer**. I am skilled in Front-End and Back-End technologies and have plenty of motivation to learn and succeed.

EMPLOYMENT HISTORY

Full Stack Developer, Dealigence (Internship)   (2022-)

- Developing "Connection Assessment" API , a product that aims to evaluate connections strength between entities stored in DB using **Postgres(SQL).**

- Design of the required tables and their relationships (one-to-many, many-to-many, polymorphic association).

- Retrieve data using scrapers, Parse it and load into the database (NodeJS, Puppeteer,Scrape-it, Sequelize ORM).

- Building complex queries focusing on efficiency (indexing, window function).

Process Engineer, Intel (2018-2021)

- Tool owner of production machines, responsible for tool performance, data, writing work plans, troubleshooting and Validation.

- Project management to improve Tool availability and quality performance.

Process Engineer, Merck (2015-2018)

- Design and develop technological production processes , problem-solving and improving product quality.

- Pilots operation, process improvement, and writing work plans.

EDUCATION

2022- 2022   Full Stack Developer Bootcamp - AppelSeeds**.**

- Intensive 6-months, 720 hours training program that encourages self-led.
- learning and group projects that simulate real-world development teams including **Git** workflow.
- Learning and applying front-end skills such as **HTML, CSS, JavaScript**.
- React and back-end skills such as **Node.js** and **MongoDB** database.
- **Social media mid-project** in FE only, including CRUD and Chat. (Git, Demo).
- **Social media Final-project (MERN),** including JWT authenticate, Websocket Chat , full CRUD including. (Git, Demo)
- **Python** self-learn with a 2D game project from the Pygame library.

2011- 2015   B.Sc in Chemical Engineering, SCE (Ashdod)

- Graduated with **excellence**.
- Average 93 and receipt of departmental certificates of excellence, excellence in scientific tutoring, and receipt of a scholarship of excellence.

Languages   **Hebrew**   native speaker   **English**   Highly proficient