BEN OUKHANOV

codingben.io | hello@codingben.io | github.com/codingben | Tel Aviv District, Israel | 053-820-3558

Experienced and passionate developer, proactive in knowledge sharing and enjoys learning from others.

Work Experience

2021 – Present Red Hat – Software Engineer

- **Jan 2023 –** Developing KubeVirt, a Virtualization add-on for Kubernetes to manage Virtual Machines alongside of containers.

- **Jun 2021 – Dec 2022 –** Developed SaaS and CI/CD pipeline tools to automate the productization process of Red Hat products.

Technologies: Python, Go, Docker, Groovy, Jenkins, GitLab CI/CD, Kubernetes, OpenShift, Linux, AWS

2017 – 2020 Military Service (IDF) – Staff Sergeant, C4I Corps

- Served as an IT specialist, technically supported several hundred users from soldiers to officers in our special military unit (Military Court of Appeals).

2018 – 2019 KintoHub – Backend Engineer (*During Military Service*)

- Developed .NET microservices with new high quality code and architectural principles, on a mission to allow development of new features faster.
- Worked with other engineers remotely and was responsible for implementing domain-driven design, server-side validation, and various tests.
- KintoHub successfully continued developing the platform and raised a seed round (in 2021 was acquired by Square, Inc.).

Technologies: C#, Docker, Kubernetes, MongoDB, RabbitMQ, gRPC, Protocol Buffers, GCP

2016 – 2017 Junglee Games – Unity Developer (*During High School*)

- Developed online game EatMe.io. Worked with other engineers and teams around the world remotely.
- Worked on porting the game to WebGL from the mobile platform. As a result, players could play on both platforms.
- Was responsible for developing new features, fixing bugs and improving the game performance on all platforms.

Technologies: C#, JavaScript, Unity, Android, WebGL, WebAssembly, AWS

Education

2020 – 2022 Open University of Israel – BS Computer Science

2014 – 2017 Ramot High School – Bat Yam, Israel

GitHub Personal Projects

2017 – Present MapleFighters.io (*github.com/codingben/maple-fighters*)

- Maple Fighters is a multiplayer online game, player can choose a fighter with different skills to fight monsters with other players (over 7,000 commits).

Technologies: C#, Unity, Rust, React.js, Node.js, Docker, Kubernetes, MongoDB, PostgreSQL, DigitalOcean

2020 – 2022 Box2D .NET Standard (*github.com/codingben/box2d-netstandard*)

- Box2D physics library ported from C++ to C#. An effort of multiple contributors to develop C# physics library to the open source community with examples and documentation (over 180 stars).

Technologies: C#, .NET Standard Library