BEN OUKHANOV

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

Work Experience

2021 – Present Red Hat – Software Engineer, OpenShift Virtualization

- Developing SaaS and CI/CD tools to automate the productization process of turning open source projects into Red Hat products.
- Working with engineers from multiple teams to build, test and deliver OpenShift Virtualization to our customers faster.
- Supporting and assisting engineers of various products that are using our SaaS and CI/CD tools to turn their open source projects into Red Hat products.

Technologies: Python, Go, Docker, Groovy, Jenkins, OpenShift, VS Code, Git, Jira

2017 – 2020 Military Service (IDF) – IT Specialist at C4I Corps (more info below)

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, VS Code, Git, Asana

2016 – 2017 Junglee Games – Unity Developer (during high school)

- Participated in the development of the 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, Visual Studio, Git, Jira

Education

2020 – 2022 Open University of Israel – BS Computer Science

2014 – 2017 Ramot High School – Bat Yam, Israel

2017 – 2020 Military Service (IDF)

Served in the C4I Corps as an IT Specialist. Supported all users from soldiers to officers, and trained other team members. Released as a Staff Sergeant.

Open Source Projects

2017 – Present MapleFighters.io – A small online game similar to MapleStory

Working on Maple Fighters since 2013. Over the years, I re-developed the projects several times with better code quality. In 2017 I decided to turn them into open source projects (over 7,000 commits).

2020 – Present Box2D .NET Standard – C# port of C++ Box2D

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 160 stars).