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Daniel Shalom – Software Developer

About Me

My name is Daniel Shalom, and I am retiring from the Israeli Air Force **after ten years of service**. During my military service as an officer, I **promoted cross-cutting processes**, conducted missions, and commanded soldiers while working under pressure. I am a responsible person with high management skills and a great passion for programming. My strengths are independent learning, high self-discipline, team player, creativity, and a desire to develop and learn all the time.

I am looking for a **full-time job** as a **Software Developer**.

Coding Experience

Morphological Operation (Image Processing) - During a multimedia algorithm course in the Python environment, I was asked to develop, without using built-in libraries, Implementation of morphological operations on images such as erosion, dilation, and more. Written from scratch in **Python** 3.5 using the OpenCV and NumPy libraries. (Git Link)

Social Project – During my second year of study, I participated in the development of a website for "Teachers' Union Rehovot" for communication and get news regarding their surroundings. I was fixed on the front-end team and my contribution to the project was developing the committees landing page Through the requirements of the pedagogy staff. I applied **React** framework with **Bootstrap** components, also using **Axios** to connect the project to the **API REST**. The project involves **teamwork**, moreover, the version control was maintained in the **GitHub repository.** (Git Link)

Fat Off - A system for nutritionists used to track and monitor customer progress. Implemented using Java, used design pattern MVC. The project required teamwork. (Git Link)

Timber - A computer game implemented with **C++** using SFML library. (Git Link)

Coding Skills

- **Main Programming Languages:** Python, C, C++, Java.
- **Extra Developing Languages:** JavaScript, React, HTML5, CSS3.
- **Database:** MySQL.
- **Operation systems:** Linux, Windows.
- **Project version control:** GitHub, Jenkins.
- **OOP Capabilities:** Adapter, Singleton, Factory, MVC, etc.'
- **Development Methodologies:** Scrum, Agile.

Military Background - Airforce

Avionics Officer | IAF HQ | 2018-PRESENT
Responsible for communication, navigation, electronic warfare, and firing control systems in the F-35 and F-16 fleet. Serve as an interface with the aircraft manufacturer in all avionics issues.

Avionics Officer | Air Force Base 1 | 2014-2018
Command and managed a department of 110 people; Work under pressure while meeting deadlines and providing support to the operational squadrons regarding avionics.

Commander and leader of avionics courses | Air Force Base 21 | 2011-2014
I prepared soldiers / Airforce personnel to a level of operational preparedness.

Education

Computer Science | Holon Institute Technology | 2018-2021
B.Sc. Computer Science Degree Student. **GPA: 86**

Electronics Practical Engineer| Ort Flight and Space | 2009-2011

Extraordinary activity

- 2019 – Instruction of four students in 11th grade in preparation for final exams in mathematics
- 2018 - IDF delegation to Poland ("edim bemadim").
- 2017 - Awards for extraordinary achievement.

Languages

- Hebrew - Native language
- English - High Level Proficiency