

DAVID HARVITH



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Providence, 02909 RI



[Bold Profile](#)

PROFESSIONAL SUMMARY

Motivated computer science and math student in my final year, with a strong foundation in programming (Java, Python, C/C++). Recently relocated to the U.S. with U.S. citizenship, I have experience in software development, algorithms, and data structures and machine learning. Eager to contribute to a team creating innovative solutions to complex challenges. In my free time, I enjoy rock climbing and yoga.

SKILLS

- C/C++ Proficiency
- Proficient in Python
- Java Development
- Data Analysis
- Object-Oriented Design
- Algorithm Development
- Proficient in Git
- Machine Learning Applications
- SQL
- Data structures
- Software development life cycle

EDUCATION

The Hebrew University of Jerusalem
12/2025

Bachelor of Science (B.S.):
Mathematics and Computer Science
Candidate

- 3.6 GPA
- Completed Coursework:
- Algorithms (100)
- Data Structures (94)
- Programming Workshop in C & C++ (91)

The Hebrew University of Jerusalem
06/2024

Bachelor of Arts: Philosophy,
Politics and Economics (PPE)
GPA: 3.7

WORK HISTORY

The Hebrew University of Jerusalem - Teaching Assistant - Statistics and Probability

Jerusalem • 03/2023 - 08/2024

- Delivered 4 hours of in-class instruction weekly, supporting student learning and facilitating discussions
- Developed 12 comprehensive lesson plans weekly in collaboration with the lead teacher, incorporating interactive activities and differentiated instruction to cater all students.

Bank of Israel - Research Assistant

Jerusalem • 06/2021 - 02/2023

- Analyzed economic data from over 30 countries and created an in depth comparison in order to improve forecast accuracy.
- Collaborated with the Bank of Israel's Research Department to create monthly reports regarding the countries economic development and monetary stability.

PROJECTS

- Stock Market Simulator (Java, Maven, Alpha Vantage API) - A CLI-based simulator that allows users to test 5 trading strategies on historical market data. Implemented factory pattern and interfaces for strategy creation, adhering to the Open-Closed Principle for easy extensibility. Integrated with Alpha Vantage API for real-time data fetching. Hosted on GitHub: <https://github.com/davidharvith/StockMarketSimulator.git>.
- Brick Breaker Game (Java, DanoGameLab) - A classic Brick Breaker game developed using strategy pattern, inheritance, and polymorphism. Implemented special brick types with unique behaviors and strategies. Designed extensible architecture allowing for easy addition of new game elements. Hosted on GitHub: https://github.com/davidharvith/brick_breaker.git.
- Markov Chain Tweet Generator (C) - A probabilistic tweet generator that constructs a language model from a dataset of 5,000 tweets to generate realistic new content. Implemented efficient memory management techniques in C to handle text processing and chain construction. Designed modular architecture for processing large text datasets. Hosted on GitHub: https://github.com/davidharvith/tweet_generator.git.