Eitan Yehuda
Aspiring Software Engineer

Vaughan, ON, Canada

647-702-9299

yehudae@mcmaster.ca

eitanyehuda.github.io

linkedin.com/in/eitan-yehuda

github.com/eitanyehuda

Languages
- Python ★★★★☆
- C# ★★★★☆
- C/C++ ★★★★☆
- Java ★★★☆☆
- JavaScript ★★★☆☆
- SQL ★★★★☆
- CSS ★★★☆☆
- HTML ★★★☆☆
- Assembly ★★☆☆☆

Technologies
- AngularJS
- Autodesk Inventor
- Adobe Photoshop
- Microsoft Office
- Postman

Environments
- Visual Studio
- Eclipse
- Jupyter
- SQL Management Studio

Currently Learning
- Unity
- Android Studio

Interests
- Cybersecurity
- Game Development
- Mobile Development
- Artificial Intelligence
- Computer Graphics

Other Projects
- Tetris
- Snake
- Pop the Balloons
- Two Player Platform game

Education

Mcmaster University Bachelor of Software Engineering (Co-op)   2017 – 2022(expected)
- Currently enrolled in 3rd year of Software Engineering with a GPA of 11.3.

Relevant Coursework Grade Received
- Engineering Computation (A+)
- Discrete Math I (A+)
- Digital Systems and Interfacing (A+)
- Principles of Programming (A+)
- Software Development Skills (A+)
- Computer Architecture (A+)
- Discrete Math II (A)
- Intro to Software Development (A)
- Databases (A)
- Binding Theory to Practice (A+)

Work Experience

Adlib Software Quality Assurance Analyst   Burlington, Winter 2019 - Summer 2020
- Optimized the automation of testing processes using Selenium and JUnit frameworks
- Developed end-to-end PDF annotator feature of the Adlib product increasing sales by 20%
- Applied Scrum methodologies to finish projects and provide deliverables within 2 week sprints
- Integrated new service into product pipeline that includes modularized highlighting, strike-through and difference engines using C#, Python, and .NET core

MRI Software Software Developer   Toronto, Summer 2019
- Implemented SSO for Analytix using Okta and made endpoint that handles login token.
- Found and corrected several front and back end bugs using C#, SQL and JavaScript
- Modified controllers and services to current text standard with the proper naming convention
- Refactored UI code making it easier for developers to fix or add any front end components

Digital Clay Web Developer   Jerusalem, Summer 2018
- Worked with a team to redesign and build company website using Divi and Wordpress
- Designed unique lead magnets for all 6 Clay products and implemented them using Mailchimp
- Found 2 major UI bugs in Digital Clay Studio application and determined how to fix them
- Created new features section for product pages by adding HTML and CSS making website much more appealing

Westmount Shul and Learning Centre Programmer/Assistant   Toronto, Summer 2017
- Managed official website adding 5 new headline events and improving web design
- Created a new layout for prayer books and weekly newsletters using Office and Photoshop
- Completed filing for 15 new members while maintaining an organized work environment
- Displayed outstanding teamwork and customer service while attending to clients in person, via phone, and by email

Projects

PPM Image Converter Genetic Algorithm   2018
- Coded a C program that generates pixelated version of input image from the ground up by mutation and evolution of each pixel's RGB values

Prosthetic Hand Autodesk Inventor   2018
- Worked as a team to build prosthetic hand given functions and constraints and used Autodesk Inventor to design the gear system converting input speed to the desired output speed

Neater Eater Engineering Design   2018
- Built a wooden pulley device that can attach to a Cerebral Palsy patient's wheelchair and help them eat hand foods more independently