

Eliachar Feig

B.Sc Computer Science

CONTACT



Mobile
058-7272372



Email
efeig15@gmail.com



LinkedIn



GitHub

PROFILE

Diligent, dedicated and highly motivated recently graduated developer. Self-directed, fast learner and persistent creative problem solver who's eager to learn new skills and passionate about new technologies. A cooperative individual with a positive outlook, seeking a challenging Software/Web Development or Cybersecurity position.

TECHNICAL SKILLS

Software:

- C/C++, Python, Java, C#
- Object-Oriented Programming & Design
- Design Patterns and SOLID Principles
- Databases
- Parallel Programming (C/C++)
- Experienced in Linux OS Environment

Web:

- JavaScript, Java
- HTML, CSS, Bootstrap, Node.js, React JS, Spring Boot
- Backend + Frontend Web Development
- UX/UI design sense

Primary Source/Version Control: Git

MILITARY SERVICE

2013-2015

Infantry corps fighter, in the 13th Battalion, Golani, Riflemen 07

Took extra specialization course at Operational ICT (information & communications technology) Fighter.

Duties:

- Operated control and monitoring systems
- In charge of encrypted and secret devices
- Activate and run those devices on the field
- Training of other fighters in the use of technology

2015-2016

Real-time operator of the ICT devices, Duvdevan (Special Unit) 217

- Confidential information.

LANGUAGES

- Hebrew: Native
- French: Native
- English: Fluent

EDUCATION

2019 - 2022

Hadassa Accademic College, Jerusalem

- Bachelor of Science (B. Sc) Computer Science Degree (GPA - 87)
- Excellenteam in Academia - Development program with Scale-Up Velocity. An intensive 6-week all-day Bootcamp, post-degree, gaining industry-level programming proficiency. High emphasis on clean, elegant, and efficient code, with a deep understanding of software development principles.

PROJECTS

Mobileye Project

TFL Detection and Distance Estimation Detecting traffic lights within a given clip, estimating their distance from the vehicle using image processing technologies, Neural networks and SFM (Structure From Motion) for the distance estimation. Coded in Python.

Google Project

Autocomplete Search Providing an autocomplete search for the user by developing an algorithm that takes into account possible spelling errors on the user's part. In addition, the algorithm takes into consideration memory and run-time limitations. Coded in Python.

Assemble Z' Army - Final Project:

Real-Time Strategy multiplayer game online made in Unity engine. Coding with C#, using Mirror library.

GitHub: still private, available on request

Demo: <https://youtu.be/kyKP4AfDIYs>

Sonic - OOP project:

Sonic Game coded with C++ at VS. The project was Object-Oriented Programming (OOP) and included the SFML library.

GitHub: https://github.com/eliacharfe/Sonic_GAME_OOP2_Project

Demo: <https://youtube/mfwwdH-bD9k>

NASA's Mars photos website Project:

Manipulations on mars photos using NASA API made with Node.js at the Backend and JavaScript at the Frontend.

GitHub: <https://github.com/eliacharfe/nasa-api>

Website: <https://eliachar.herokuapp.com/>

WORK EXPERIENCE

Computer Network Technician

Lawyer's Office and Nutrition Miri Baruch - 2017

- Managing the network computers
- Operating daily faults and breakdowns
- Fixing system bugs
- Handling devices and communication

REFEREES

- Available on requests