

**ELI PLETINSKY**

**SOFTWARE DEVELOPER**

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## CONTACT INFORMATION

- Email: [eli.pletinsky@gmail.com](mailto:eli.pletinsky@gmail.com)
- Phone: 054-7545830
- LinkedIn: <https://www.linkedin.com/in/eli-pletin-sky-b1a407136/>
- GitHub: <https://github.com/elipletinsky/elipletinsky>

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## OBJECTIVE

An enthusiastic Computer Science graduate with a solid foundation in programming and hands-on experience in Java, C#, C++, Full stack JavaScript, and SQL.

Throughout my academic journey, I have successfully completed numerous coding projects, showcasing both my technical proficiency and problem-solving skills.

Committed to continuous learning, I have extended my expertise beyond my formal education by undertaking additional projects to gain practical experience.

I am ready to contribute immediately through a trial or initial project engagement.

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## STUDY and EXPERIENCE

Dates	Occupation	Description
Jan 2025 - Jun 2025	TRAINING	<a href="https://www.coding-academy.org/">Full Stack Web development Bootcamp</a> <a href="https://www.coding-academy.org/">https://www.coding-academy.org/</a> <i>Coding Academy</i>
Jun 2022 - Nov 2024	Career Break	Relocation & Family Commitments - Personal Development and Career Preparation - Participated in volunteer tech projects.
Sep 2019 - Jun 2022	STUDY	B.SC. COMPUTER SCIENCE <i>Holon Institute of Technology, Holon</i>
Jun 2018 - Oct 2018	INTERN	<i>Software Automation, Moovit. Ness Ziona</i> - Developed scripts for parsing and handling API feeds for disruptions in public transport.

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## SKILLS

- **Programming languages:** Java, C#, C, C++, JavaScript and TypeScript (Full Stack), SQL
- **Databases:** MySQL, Firebase, Cosmos DB, Mongo DB
- **Web Technologies & Frameworks:** React, Node.js, Express, .NET, Android
- **State Management & APIs:** Redux Toolkit, Axios, REST APIs, Socket.IO
- **Authentication & Security:** JWT (JSON Web Tokens)
- **Cloud & Serverless:** Azure, Azure Functions
- **CI/CD & Tools:** Git, GitHub, Rebase, Jenkins
- **Other Tools & Platforms:** Unity

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## PROJECTS

### Brello

A full-stack kanban-style task management app inspired by Trello, built to deepen my understanding of modern web development and real-time collaboration tools. The app is my graduation project for *Coding Academy* course.

### Try Online

[https://berllo.onrender.com/b/682b120c80be8be01782eadb/Work%20Flow/\\*](https://berllo.onrender.com/b/682b120c80be8be01782eadb/Work%20Flow/*)

(server host has wake up time 30 sec on idle)

Video Demonstration link <https://youtu.be/VimZFQtHC0I> (4 mins)

### Frontend (React, JavaScript):

- Developed using React with a focus on reusable and modular components for easy scalability.
- Implemented global state management using Redux Toolkit (createSlice, createAsyncThunk).
- Integrated axios for API communication with the backend.
- Used socket.io-client to enable real-time updates across users.
- Added an AI-based feature to generate project boards by prompt from user.

Link to git repository for frontend <https://github.com/elipletinsky/berllo/tree/main>

### **Backend (Node.js, TypeScript):**

- Built with Express and TypeScript to handle routing, middleware, and server logic.
- Used MongoDB for the database, with Mongoose models to define data schemas.
- Implemented JWT-based authentication for secure user access.
- Designed RESTful API endpoints to support all core features.

Link to git repository for backend <https://github.com/elipletinsky/berllo-backend>

**This project helped me gain hands-on experience with full-stack development, real-time data syncing, and building production-ready web apps with modern tools.**

### **MEET MY PETS**

*A Social Network App for Pet Owners*

An Android application developed using Java in Android Studio.

#### **Video Demonstration Link**

<https://youtu.be/j4BmRELvtPE> (2 mins)

- Implemented user authentication and data storage using Firebase.
- Integrated Google Maps API and geolocation services to display meetup locations and user positions.
- Created functionality for users to form and manage groups for pet playdates.
- Utilized Firebase Realtime Database to store and synchronize user and group data.
- Designed an intuitive user interface for easy navigation and group management.
- Implemented real-time updates for group activities and meetup locations.
- Ensured data security and user privacy in compliance with mobile app best practices.

Link to git repository [https://github.com/ben3695g/Meet\\_my\\_pets](https://github.com/ben3695g/Meet_my_pets)

## SERVICE HEALTH STATUS

### Video Demonstration Link

[https://youtu.be/K\\_YrXbLa4uU](https://youtu.be/K_YrXbLa4uU) (1 min)

### Try Online

<https://elipletinsky.github.io/ServiceHealthStatus/?config=https://raw.githubusercontent.com/elipletinsky/ServiceHealthStatus/refs/heads/main/ServiceInputExample.json> (click yellow icon to initiate test)

***An application designed to check and display the health status of multiple services.***

- Implemented HTTP probes to assess service health across different regions and environments.
- Utilized the .NET C# framework to build the core functionality.
- Applied the MVVM (Model-View-ViewModel) design pattern for better code organization and maintainability.
- Created a cross-platform solution, supporting both Windows desktop (using WPF) and web interfaces.
- Integrated OpenSilver technology (XAML based) for web-based user interface development.
- Solved challenges related to efficiently probing distributed services and displaying results across platforms.
- Implemented a simulated webserver in Azure to demonstrate project functionality.
- Deployed a working demo to GitHub Pages by configuring CI/CD workflows for automated publishing.

**Link to git repository** <https://github.com/elipletinsky/ServiceHealthStatus>

## UNITY C# 2D GAME PROJECT

- Created a robust sound manager for a 2D game, handling background music and sound effects.

- Designed and developed an interactive menu UI with smooth scene transitions.
- Integrated and configured a joystick control system for mobile platforms, improving game accessibility.

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## **LANGUAGES**

- English: Advanced
- Hebrew: Native
- Russian: Advanced