# **Hanan Ben Shabat**

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in LinkedIn | ☐ GitHub | ⊕ My resume website

#### Skills

- Unity | C | C++ | C# | Python | Java | Spring | .NET | HTML | CSS | Tailwind CSS | daisyUl | JavaScript | TypeScript | ¡Query | CosmosDB | MongoDB | OracleDB | NodeJS | Express | Mongoose | React | Redux | React WebGL | Vime.JS | Angular | OpenGL | Git | GitHub | Bitbucket | Trello | Slack
- Azure | Docker | Unit Testing | Selenium | Maven | Lambda | OOP | RESTful API
- Frontend | Backend | Full-Stack | Game Development | Hebrew Mother Tongue, English Fluent speaking, reading, and writing.

#### Education

**B.Sc. Software Engineering** 

Afeka College of Engineering © Tel Aviv, Israel #2018 - 2022

Major in Software and Information Technology.

## Military Service



Developed client side in Angular and server side in .Net.

### **Projects**

PokerZone 8 |

C#, Unity, WebGL, React, Redux, NodeJS, MongoDB

Sessions based Authentication app that uses cookies. Upon authenticated, displays a 3D Poker game with a character creator and a facial expression system. The user and his player data are saved in the cloud.

• FPS 🔗 | 🔼

C#, Unity

3D First Person Shooter game between two teams of two players, where the player is in one of them.

Integrative Software Engineering Ø |

Java, Spring, React, NodeJS, MongoDB

I was the Database Administrator in a team of 5 software engineers developing client/server system with our own API. The final product is a web app that helps the user create a watch list of movies/tv series they intend to watch, rate and view ratings of movies/tv series from other users.

Relational DB GUI 🔗 | 🔼

Python, SQLite, Tkinter, pandas

Graphical User Interface for inserting and displaying SQL queries, an explanation of their output and viewing their output from Chinook Data Base.

3D Fundamentals 🔗 | 🕟

C++, OpenGL

Different camera view options over a detailed 3D map: Hills, River, Bridge, and a train moving on rails.