IMRY RODKIN

Computer Science Student

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Languages

Hebrew Native ● ● ● ● ●   English Proficient ● ● ● ● ○

Summary

Computer Science student at Ariel University with a strong academic record. Passionate about technology and consistently quick to master new technical concepts and frameworks, as demonstrated through projects ranging from C++ game development to QUIC protocol implementation and development of systems such as a course registration system and a flights manager.

Currently seeking a student position (20-30 hours/week) where I can contribute to meaningful projects while continuing to grow my technical skills.

Education & Certification

Ariel University

B.Sc Computer Science • GPA: 87.21   2022 - Present

- Notable Coursework: OO Programming (Java and Python, Grade: 100), Digital Systems (Grade: 100), Discrete Mathematics (Grade: 100), Cloud Computing Foundations (Grade: 94), Advanced System Programming (C++, Grade: 90), Communication Networks (C and Python, Grade: 89), Intro to Computer Science (Java, Grade: 88), Logic and Set Theory (Grade: 88), System Programming (C, Grade: 86).

AWS Academy

AWS Academy Cloud Foundations Course Certification • Score: 1900/1900   2024 - 2025

- This introductory course provides a detailed overview of cloud concepts, AWS core services, security, architecture, pricing, and support.
- Certification Badge: https://www.credly.com/badges/0a7bb512-fe0c-4755-b619-b3816ec8821e/

Skills

Programming Languages: C++ · C · Java · Python · Bash

Key Skills:

Network Programming · IPC · Multithreading · Socket/File IO · Operating Systems · SDR · Protocol Implementation · Object Oriented Programming · OOD · SOLID Development · UI Design · Data Extraction · Build Automation · Debugging · Testing · Profiling

Tools:

GNU Radio · RTL-SDR · Wireshark · Catch2 · GTest · JUnit · Unittest · GDB · gprof · perf · Make · CMake · BeautifulSoup · tabula-java/py · Pandoc · SFML · Doxygen · Git

Operating Systems: Linux (Mint-Ubuntu) · Windows

Cloud and Virtualization: AWS (AWS Academy CF Graduate) · Docker

Military Service

Combat Engineering Corps - Combat Engineer

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Regular service in the 603rd Combat Engineering Battalion "Lahav" (Assigned to the 7th Armored Brigade "Saar me-Golan").   03/2018 - 11/2020

Served in charge of company commander's communications.

2019-2020

Reserves service in the 9227th Combat Engineering Battalion (Assigned to the 679th Armored Brigade "Yiftach").   2020 - Present

"Harvot-Barzel" War

2023-2024

Projects

MONOPOLY
2025

C++ implementation of the classic Monopoly board game using SFML for graphics.

- A Monopoly game engine using Modern C++ and SFML, implementing clean architecture with MVC design and modular component system for UI/game logic separation. Applied industry-standard software principles (SOLID, DRY) and design patterns (Singleton, Composite, State) to create a maintainable and extensible codebase with robust error handling.
- GitHub: https://github.com/iMRUM/cpponopoly
- Docs: https://imrum.github.io/cpponopoly/html/

QUIC Streams
2024

Python implementation of the QUIC (Quick UDP Internet Connections) protocol including classes and modules to handle streams, frames, packets, and connections following the relevant RFCs.

- This implementation simulates the core functionalities of QUIC, including the management of streams, the encoding and decoding of frames, the construction and parsing of packets, and the establishment of connections. The codebase adheres to the SOLID principles, ensuring it is well-structured, maintainable, and extensible for diverse use cases.
- GitHub: https://github.com/iMRUM/auquic
- Docs: https://imrum.github.io/auquic/html/

Airline Manager & Course Enrollment System
2023

A Java implementation demonstrating OO principles and following design patterns to build modular and extensible airline management and course enrollment systems.

- This project showcases design patterns such as Composition, Façade, Factory, Flyweight, Observer, Singleton, State, and Strategy.
  It was developed as part of the Object-Oriented Programming course in the Computer Science curriculum, earning a perfect grade (100/100) while demonstrating mastery of Java, design patterns, and software engineering principles.
- GitHub: https://github.com/iMRUM/OOP-Sem1-2023-4-AU