



THOMAS MIZRAHI

Software Engineer

CONTACT

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SKILLS

- Spanish, English, basic Hebrew
- C#, Java, C/C++, Assembly, SQL
- .NET: Xamarin, Web APIs, networking, gamedev, graphics Unity, XNA/MonoGame, OpenGL
- Python: numpy, matplotlib, Django
- Java: Spring, Jersey, Hibernate/JDBC
- Databases such as PostgreSQL and MongoDB
- Drone Pilot (intermediate)
- Image & Video editing (Blender, Paint.NET)
- Extensive knowledge on technology
- Fast learner, highly adaptable

REFERENCE

Andrey Laremenko
CEO, Hub Security
andrey@hubsecurity.io

EDUCATION

Graduate from ORT High School

Bachelor's degree in Technologies of Information and Communications

Introduction to OOP with Java, ITMaster Argentina

42-hour course, may 2015, City of Buenos Aires

Game Programming with C++, IDTech Camps NYC

One-week course, 2016, New York City

Israel Startup Experience (ISE) Program Participant

- Maguen David Adom first responder 60-hour course
- Entrepreneurship & Leadership courses
- Presentation & Idea pitching courses
- Internship at Hub Security (August to October 2019)

Software Engineering career at ITBA University

Fourth year; graduation expected for 2025

- Class helper at: Communication Protocols

EXPERIENCE

Youth Leader at Amijai, City of Buenos Aires

Weekly activities + two campings a year, 2018

Netafim manual assembly line

At Kibbutz Hatzerim, Israel, April to June 2019

Xamarin Developer at Hub Security, Tel Aviv

Internship during ISE + January-February 2020

Maintainer of the Silk.NET library

Started 2021, dotnet.github.io/Silk.NET

Creator of open source libraries

github.com/SilkCommunity/TrippyGL
github.com/ThomasMiz/RectpackSharp

Game Developer at Globant, Buenos Aires

With Unreal Engine - February to September 2022

Organizer of SABF 2023 edition: www.sabf.org.ar

IT Staff - developing and maintaining digital services