

Idan Hur

Idan12060@gmail.com

+972-50-309-5593

<https://www.linkedin.com/in/idan-hur>

<https://github.com/IdanHur>

www.idan-hur.com

Backend Developer

About

- ✓ Cum Laude (87 GPA) Software Engineer with a strong foundation in backend programming languages, frameworks, databases, APIs, data structures, and tooling.
- ✓ Demonstrated success in various projects, showcasing robust backend development knowledge and skills.
- ✓ A fast learner, self-directed, and results-driven team player with excellent time management, problem-solving, and interpersonal communication skills.

Software, Programming & Tooling Skills

- **Programming Languages:** Java, JavaScript, Python, Kotlin, C, C#, bash, SQL
- **Programming Architectures & Frameworks:** MVC, OOP, Spring.
- **IDE:** Visual Studio, Eclipse, PyCharm, Maven, Spring Tools, Android studio.
- **Database:** MySQL, PostgreSQL.
- **Packages & Libraries:** SpeechBrain, scikit-learn, Librosa, PyTorch, OpenCV, TensorFlow, Matplotlib, Pandas, TKinter, pygame, Socket, Selectors, Json.
- **Tooling & Operating Systems:** Windows, Linux, Arch, Kubernetes.
- **Version control:** BitBucket, GitLab

Experience

Android/Linux developer – HtVet 01/2023-05/2023

- ✓ Lead Developer, Android/Linux Systems: Pioneered next-gen development and integration for Android and Linux systems, including crafting a dual-mode app for thermal and optical camera previewing. Implemented microcontroller control via serial communication and integrated WebRTC in Python for rapid, dependable CV2 streaming. Developed Linux services to guarantee seamless product integration and compatibility, as well as automated package management through pacman and pip installations.

Projects

Trip Management Application: (link)

- ✓ Trip planning application based on personal preference such as favorite locations on Google maps.
- ✓ Utilization of Maven, **Spring** JPA, Postman, CRUD, JUnit tests, **Restful API**, Json, PostgreSQL database and BitBucket version control.

Battleship Game: (link)

- ✓ A 1v1 Battleship game, the goal is to destroy the fleet of warships.
- ✓ Utilizing **Client-Server architecture**, Socket and Selectors libraries for the implementation and **support of multiple clients**, JSON, logger, and a GUI interface using TKinter and pygame

Airline & Airport Management System: (link)

- ✓ A program to keep track on all incoming and outgoing flights around the world.
- ✓ Utilizing pointers and data structures including dynamic pointers / data structure memory allocation, bit compression, variadic functions, macros and command-line arguments.

Education

Afeka Tel Aviv Academic College of Engineering

2019 – 2023

B.Sc. in Software Engineering, specialization in Machine Learning and AI.

- ✓ Participant in the SmartUp program for honor students.
- ✓ GPA: 87

Languages: Hebrew – Native, English – Fluent