

Idan Hur

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Backend Developer

About

- ✓ Highly skilled Software Engineer with a focus on back-end development and system-level programming.
- ✓ Proficient in a range of modern programming languages, APIs, and databases. Adept at debugging, integration of software solutions, and working with data structures.
- ✓ Quick learner with a robust foundation in software engineering principles. Eager to utilize my acquired skills to contribute to a forward-thinking company's backend development projects.

Software, Programming & Tooling Skills

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

Experience

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

- ✓ Gained hands-on experience in leading the development and integration for Android and Linux systems, interfacing closely with both software and hardware components.
- ✓ Developed Linux services and automation scripts to guarantee seamless product integration, compatibility, and package management.
- ✓ Initiated the implementation of real-time WebRTC communication using Python for dependable CV2 streaming.
- ✓ Developed a dual-mode app for thermal and optical camera previewing, enhancing understanding of embedded systems.
- ✓ Practiced microcontroller control via serial communication, demonstrating comprehension of hardware/software interaction.

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 with the goal is to destroy the fleet of warships.
- ✓ Used 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)

- ✓ Developed a program to keep track of all incoming and outgoing flights worldwide.
- ✓ 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