Michael Ilkanayev

Software Engineering 4th year student 90 Average

Summary

- B.Sc. Student in Software Engineering Sami Shamoon College of Engineering, Moshal Scholarship Program.
- · Highly motivated, quick learner.
- · Ability to work as a team member.
- Experienced in managing a team and handling stressful situation as part of the military service.
- Result oriented, methodical and well organized.
- Experienced with hardware projects as a hobby.

X Skills

React | Node.js | Express | JavaScript | Java | C++ | C | Python |
Firebase | Mongodb | SQL | Eclipse | Visual studio | PyCharm | Excel |

Education

2020 – Present: **BS.C Software Engineering,** SCE – Sami Shamoon College of Engineering ,90 GPA

2020 - Present: Moshal Scholarship Program

- Time Managing courses.
- Business English courses.
- Participation in the SpacelL hackathon.

2012 – 2015: **High School** – full matriculation, majors in Physics and Biology.

Certificates

- 2016: IDF Combat Medic Course: Trained in stressful situations, dealt with various medical conditions.
- 2017: IDF Medical Clinic Manager Course: Military Clinic Operation, Motivating people, Leading Processes & Execution Presentation Skills.

Work Experience

2018 – 2020: Flex Ltd, formerly Flextronics.

- Hardware assembly production line.
- Worked in a team and independently.

Military Service

2015 - 2018: **IDF - Artillery corps**

- Managed a clinic with 30 medics and medical doctors, serving the medical needs of 500 soldiers.
- Collaborated daily with multiple units and bases to schedule training and maintain safety.
- Awarded "Battalion 425 Outstanding Soldier" 2017-2018.

Languages: Hebrew – Native | English – Proficient | Russian – Native

Contact:

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Links:

- Website
- LinkedIn
- GitHub
- ❖ YouTube

Personal Projects:

Personal Website

www.michaelilkanayev.com
 (For additional information and projects)

SCE-MOVIE-SOCIAL

- Description: Web app for SCE students to explore movies and TV series with User authentication, search, watchlist, reviews, posts and more.
- Tech: React, Firebase, TMDB API, Jira, Jenkins, Docker.

Aquarium-Java

- Description: Java-based aquarium simulator with a GUI. Includes interactive fish and jellyfish using multithreading.
- Design Patterns Used: Singleton, Abstract Factory, Prototype, Listener/Observer, Decorator, Memento, State.

Game-Of-Death

- Description: Large Third-person action game inspired by Bruce Lee's "GAME OF DEATH"
- Developed in UNREAL ENGINE 5 using C++ and BLUEPRINTS.

Your-Places

- Description: Full-stack MERN app for location management.
- Tech: React, Node.js, Express, MongoDB, Google Geo-location, Google Maps API, AWS S3, Vercel, Netlify.