

Ori Broda

Software Engineer | Master's Computer Science

M.Sc. Computer Science with about 3 years of software industry experience, contributions to open-source projects, seeking software development opportunities. Eager to apply my strong technical skills, client and server development expertise, and problem-solving abilities to contribute to high-quality applications. I am a team player who thrives in collaborative environments and is passionate about sharing my knowledge and experience with others.

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WORK EXPERIENCE

Full Stack Developer

Grovv

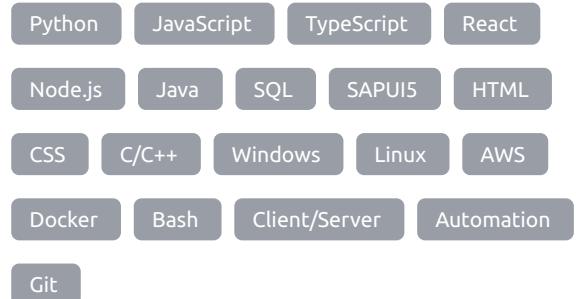
08/2022 - 11/2023

Grovv is a software company that specializes in digitalization and automation of business applications, mainly within the manufacturing industry.

Achievements/Tasks

- Developed and optimized a system used by dozens of employees in a large governmental organization.
- Implemented client-side technologies (JavaScript, HTML, CSS, jQuery, SAPUI5) and server-side technologies (Node.js, SQL Server).

SKILLS



Software Developer

PCENTRA

2017 - 2018

Pcentra provides transportation payment solutions.

Achievements/Tasks

- Developed an application used by bus conductors across the country using Python, Django, and PostgreSQL in a Linux environment.

HIGHLIGHTS

- Built and maintained a main system used by dozens of government employees, emphasizing reliable data handling and API communication.
- Developed a reliable bus conductor application used nationwide, prioritizing data integrity and efficiency.
- Team player and collaborator: Thrived in collaborative environments at Grovv and PCENTRA, fostering clear communication and knowledge sharing, perfectly aligned with your team-oriented culture.
- Dean's List recipient (2020).

EDUCATION

M.Sc Computer Science

The Academic College of Tel Aviv, Yaffo

2020 - Present

GPA: 87, Dean's List

Thesis

- Web 3.0 Decentralized Storage Networks for Long-Term Data Preservation.

PERSONAL PROJECTS

Chess (2022)

- Developed my own [chess game](#) using Python.

SpaceHack (2018 - 2020)

- Created a [roguelike browser game](#) using JavaScript, HTML, and CSS.

B.Sc Computer Science and Mathematics

The Hebrew University of Jerusalem

2013 - 2017

GPA: 82

CERTIFICATES

Dean's List 2020

School of Computer Science, The Academic College of Tel Aviv Yaf. By Professor Dalit Naor

Coursera: Machine Learning by Stanford University (Python) (2018)

Mastered fundamental concepts of machine learning and implemented algorithms in Python during this online course by renowned instructor Andrew Ng.