

# SARA BERMAN

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Software developer

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## SUMMARY

Bachelor of Science (B.Sc.) in Computer Science graduate. Highly motivated. Possesses self-learning abilities and quick adoption of new technologies. Committed to continuous learning and development. With creative problem-solving skills and a desire to make a professional and useful contribution to the team.

## EDUCATION

### **Hadassah Academic College Jerusalem**

B.Sc. in Computer Science  
2022

## SKILLS

### • Programming

**Languages:** C++, C, C#, Java, JavaScript, Python.

### • Web Development:

HTML, CSS, JavaScript, REST API, Java, Node.js, React.js .

### • Operating Systems:

Windows, Linux

### • Development Environments:

Eclipse, Visual Studio, WebStorm, IntelliJ, PyCharm

### • Databases:

MySQL, PostgreSQL PL/pgSQL

## LANGUAGES:

Hebrew - Native

English - Proficient

## PROFESSIONAL EXPERIENCE

### 2020-2021: Central Scanning Room Project, Government Office

Developed a system for sending scanned documents to recipient emails. The system receives a scanned document, converts it to digital text using **OCR** technology, identifies the recipient automatically, and sends the document to their email. Developed using **Express Node.js**, utilizing **MVC** architecture and **SPA** for asynchronous communication, **AJAX** usage, and **Bootstrap** libraries. Database: **MYSQL**. The system was developed with an emphasis on using modern and up-to-date languages and technologies, as well as creating a responsive, well-designed, and user-friendly interface. The project was conducted as part of my degree studies.

### Relevant courses:

- Algorithms, OOP, Computer Communication, Operating Systems.

### Projects:

- Internet Programming Course Project: Development of an online store website using **JAVA** and **Spring** framework, client-server development, access management, security, usage of **Thymeleaf** model and **XML** protocol. Development environment: IntelliJ, Database: **MYSQL**.
- Object-Oriented Programming Course Project: Development of a Candy Crush game in **C++** using Visual Studio, adhering to **OOP** principles and utilizing **SFML** library for graphics.

### Volunteering:

2021-2022: Private Tutoring, Educational Institutions Support.