

Guy Gochansky

Software Developer

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SUMMARY

Passionate about software development and continuous learning, I thrive on solving analytical problems with creative solutions. As an out-of-the-box thinker and dedicated team player, I also have a strong interest in innovation, constantly seeking new ideas to improve processes and technology. I'm confident that my experience, determination, and collaborative approach can bring valuable contributions to any team.

EDUCATION

B.Sc. Computer Science & B.A Entrepreneurship at Reichman University

Oct 2021 – July 2024

Key Courses: Data Structures, Algorithms, System Programming (C), Operating Systems, AI Software Development, OOP (C#, .NET), Computer Networks.

Entrepreneurship Focus: Finance, Fintech, PropTech, Complex Problem Solving.

External education – Fullstack development.

EXPERIENCE

Security analyst – Leumi Bank Cyber and Security Center

2019–2021

Responsible for safeguarding critical assets and ensuring the safety of customers and employees.

- Led and executed optimization projects for control room efficiency, improving response times and operational workflows.
- Conducted data analysis to identify security vulnerabilities and provide actionable insights.
- Collaborated with cross-functional teams to enhance security protocols and risk mitigation.

PROJECTS

- **Vibecrafter** (playlist generator API) – It is a custom playlist generation API created with FastAPI. It allows users to input their music preferences and generates a personalized Spotify playlist using OpenAI API, Spotify API, and a dataset with song information. Deployed on Azure Container Instances, VibeCrafters aims to provide accurate and personalized playlists, enhancing user music experiences.
- **LLM comparison** - Developed an automated system using Docker, Redis, and Local Language Models (LLMs) to evaluate the quality of responses from different LLMs. The system processed 50 general knowledge questions, compared LLM answers with Wolfram Alpha's answers for correctness, and recorded response times. Implemented caching with Redis for Wolfram Alpha responses and provided performance metrics through visual charts.
- **Garage Management System in .NET/C#** - Developed a Garage Management System in C# and .NET, featuring vehicle management, tire inflation, refueling, recharging, and status tracking. The solution includes a business logic DLL and a Console UI EXE, utilizing object-oriented principles, collections, enums, and custom exceptions. Designed for easy extensibility to add new vehicle types with minimal changes.
- **Video Game Discovery App** - is a React-based application designed to help users discover and explore video games based on various criteria such as genre, platform, and more. The app fetches game data from a public API and provides users with an interactive experience to filter, search, and view detailed information about games.

SKILLS

- **Programming languages** – Java, Python, HTML, CSS, JavaScript, TypeScript, C, C#.
- **Frameworks** – React, Node.js, Flask, FastAPI.
- **Tools** – Docker, Virtual machines, OpenAI API, GPT4All.
- **Personal Skills** – problem solver, analytical thinking, leadership, creative, dedicated, Self-learner, ambitious, communication, critical thinking.

MILITARY SERVICE

Combat Intelligence Unit

2014 - 2019

- As a commander, I Led Intelligence operations and combat teams (over 100 soldiers), Evaluated cadets and combatants, providing tailored development experiences.
- As an intelligence officer, I am a dynamic data analyst proficient in collecting and analyzing diverse data sets to extract real-time, actionable insights and drive strategic decision-making.