Yonathan Zarkovian

Autodidact. Seeking a full stack developer position.

Holon
0505811380, yony120@gmail.com
[LinkedIn](#), [Projects (GitHub)](#)

EDUCATION

Infinity Labs — *Software Development Bootcamp*

March 2023 - December 2023

Completed an intensive software development bootcamp covering system programming, data structures, algorithms, C language, concurrency, API development, Java, object-oriented design, design patterns, database design, networking, RESTful APIs, unit testing, debugging, and code reviews.

SCE — *B.Sc. Mechanical Engineering*

October 2018 - June 2022

Specialized in Product Design.

Capstone project: Autonomous Nerf Gun System.

Developed an electro-mechanical system integrating a Nerf gun with computer vision capabilities to detect and track objects autonomously. The system utilized MATLAB for detection and tracking, employing machine learning to detect targets and translate the closed-loop control system's error into mechanical movement.

Grade: 93

EXPERIENCE

SCE, Ashdod— *Research Assistant*

May 2022 - March 2023

- Designed electro - mechanical systems as part of research projects for Robert H. Smith Faculty of Agriculture and Ministry of Education

SKILLS

Languages and frameworks:
Java - Very Good
TypeScript (and Javascript) - Good
C -Very Good
ReactJS - Good
NodeJS - Good
Linux - Good

Other: Linux, SQL, NoSQL (MongoDB), Git, Object Oriented Design and Programming

PROJECTS

Todo App

A todo app created with ReactJS and Express. Uses Material UI components, Redux, React Router.
Includes user authentication using JWT.
Written in TypeScript.

Calculator Web App

A simple calculator web app created with React, React Router and Redux.

Generic IoT Infrastructure

A web service that enables IoT manufacturers to gather data about their device's usage. Written in Java.

ThreadPool

A custom thread pool implementation in Java. Allows dynamic adjustment of pool size. Utilized by the Generic IoT Infrastructure project.

WatchDog

A library written in C that monitors a process and automatically restarts it if it crashes.

STRENGTHS
Autodidact
Team player

LANGUAGES
Hebrew - Native
English - Fluent