

## PROFILE

---

Motivated and adaptable 4th-year Software Engineering student. With great teamwork and communication skills, along with a proactive approach, I continuously strive for improvement. I tackle tasks with thoroughness and attention to detail, while also excelling in self-learning and independently mastering new skills.

## EXPERIENCE

---

### Data Analyst, Reserve Military Service in Vehicles Draft Unit (October 2023 – Present)

- Conduct **in-depth research** on unit preparation for the war, **analyzing extensive data** to assess the unit's readiness.
- Integrate, clean, and reorganize data** from multiple sources to ensure consistency and reliability.
- Develop automations**, streamlining workflows, and write **JS scripts** to automate Excel analysis.
- Present **analytical findings** and actionable recommendations to senior leadership for informed decision-making.

## EDUCATION

---

### Ben-Gurion University, Beer-Sheva (2020 - Present)

- B.Sc. in **Software Engineering** (Expected to graduate in August 2024)
- Current GPA: **83**
- Psychometric score: **725**

## PROGRAMMING PROJECTS

---

### Conquer The World

Developed an educational game that introduced a dynamic platform enabling teachers to create interactive quizzes. Responsibilities included designing and implementing the **React web interface**, developing the **React Native mobile app**, and architecting the **Java** backend. Deployed the system on a remote server with a robust database setup.

### Marketplace Website

Developed a marketplace website enabling users to create and manage online stores with support for **concurrency**. Utilized **Java Spring Framework** for backend and **React** for frontend. Integrated remote **database** functionality with **Hibernate**.

### Store Management System

Designed and developed a scalable grocery store system with four sub-systems, following a 4-tier pattern. CLI for user interaction and **DAO** pattern for the **database**.

### Simple social network

Built a **multithreaded** social network with **client-server architecture** supporting registration, messaging, and user interaction. Implemented in **Java** on the server-side and **C++** on the client-side for **Linux**.

### Dungeons and Dragons

Developed a CLI-based D&D game with **advanced OOP concepts** and the visitor design pattern for functionality and flexibility.

### Kanban Board

Created a persistent Kanban board program with **C#** and **WPF**, featuring a **3-tier architecture**, **GUI**, and **database** integration.

## SKILLS

---

Programming languages: Java, Python, C, C#, C++, JavaScript, TypeScript, SQL, HTML, Assembly.

Programming paradigms: Object-Oriented, Functional, Multi-threaded, Logic.

Tools: Spring, React, Node.js, Hibernate, Git, Maven, Design Patterns.

Languages: Hebrew (Native), English (Fluent).

## MILITARY SERVICE

---

### Platoon Sergeant, Paratroopers Brigade (2015 - 2017)

I commanded a group of 30 soldiers, overseeing their training and discipline. Lead them in operational activities, while taking responsibility for their performance and well-being.

### Pilot Course Trainee, Air Force (2014 - 2015)

I completed one year of air force pilot training, which included demanding missions and a very high standard of performance.