

Bachelor of Science in Computer Science from Tel-Aviv University.

Back-end developer, possess a strong understanding of object-oriented programming principles.

Highly motivated, autodidact, fast learner, high abstract thinking, and problem-solving abilities.

Work well in teams, as well as independently.

SKILLS

Tools and Languages	Java, Spring, Python, Perl, C, C++, Git, Docker
Study Fields	Applied Mathematics, Computer Science
Communication	Hebrew, English

EXPERIENCE

Back-End Developer

AlgoSec

2022 — Present

Petah-Tikva, Israel

- Writing code in Java and Perl.
- Utilizing frameworks such as Spring and Maven.
- Participating in the entire software development lifecycle, from designing and developing solutions to successful rollout and production deployment.
- Implemented test-driven development (TDD) methodologies to ensure robustness and reliability of backend code, resulting in accelerated development cycles and enhanced code quality.
- Scalability, efficiency, and reliability of the application.
- Designing and implementing RESTful APIs.
- Integrating with third-party services.
- Working under time-lines.
- Continuously improving skills and knowledge.
- Having excellent communication skills to collaborate effectively with team members.

NOC Engineer

Trader Tools

2020-2021

Ra'anana, Israel

- Monitoring the company's trading and IT systems to ensure high availability and uptime.
- Troubleshooting network and server issues in a timely manner to minimize downtime.
- Analyzing system logs and alerts to identify potential issues and taking appropriate action to prevent system outages.
- Managing incidents and working with cross-functional teams to resolve issues.

Data Analyst

iCarbonX

2019-2020

Tel-Aviv, Israel

- Working with large datasets and performing data cleaning, transformation, and analysis to extract insights.
- Building and maintaining data pipelines to ensure the efficient and accurate processing of data.
- Staying up-to-date with the latest trends and technologies in the field of data analysis and ML.

EDUCATION

Bachelor of Science in Computer Science, Tel-Aviv University

Applied Mathematics, Machine learning, Graphics, Computer Structure, Data Structures, Algorithms, Data Bases

High School Diploma, Tichon-Hadash Tel-Aviv

Physics, Math, Biology, English, FIRST Robotics

MILITARY SERVICE

Kfir Brigade, Fighter

2015-2016

Ministry of Defense

2016-2018

PROJECTS

Ray Tracing, Python-based Ray Tracer project that implemented a ray tracing algorithm to generate images from text files. The project simulated the behavior of light rays to produce realistic soft shadows and reflections, requiring advanced mathematics and computer graphics skills.

Stay Right There, Python-based Blender plugin project. Analyze the dimensions of the objects and generated custom holders that would securely fit around them, attaching them to a selected object. This project required expertise in 3D modeling, Python programming, and the Blender API.

K-Means and Spectral Clustering Algorithms, C-based project to analyze and cluster data sets, enabling the identification of patterns and relationships within the data.