



ronitigoth@gmail.com



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Netanya, Israel

RONIT LIBENSON

Computer Science graduate pursuing an entry-level position. I am highly motivated, committed and enthusiastic about continual learning. An excellent problem solver and a team player. I embrace challenges with a proactive approach, firmly believe in persistence and dedication in exploring various methods until reaching a solution. Eager to enhance my skills and expand my knowledge within a professional environment.

SKILLS

- C
- C++
- C#
- Python
- SQL
- React Native
- Data Structures
- Algorithms
- Computer Structure
- Computer Architecture
- OS
- Computer Networking
- System Analysis
- Design Patterns
- Graph API
- Unity
- Docker

2020-2024

B.Sc. in Computer Science.

The Academic College of Tel-Aviv-Yaffo.

2016

The IDF School for Computer and Cyber Defense Professions (BSMH)
Computer Network Administrator Course

2015

The IDF School for Computer and Cyber Defense Professions (BSMH)
Pre-Military Programming Course

2015

Ness

Technological Leadership Development and Knowledge Management
(CTM-Ed – Certification Technology Management) Program

2013-2015

High School Graduate

High school diploma with classes of Physics (5 pts),
Math (5 pts), English (5 pts) and Programming (5 pts).

WORK EXPERIENCE

2018-2020

NICE | IT Technical Support Engineer

Provided technical support for NICE employees.

Supported video conference meetings.

Volunteered as a mentor in “code:coda” program: Introducing young women to the world of coding and technology.

MILITARY SERVICE

2016-2018

Computer Network Administrator

Provided technical support for the entire unit.

Provided training to new soldiers within the team.

Conducted training sessions on a new software for the entire unit.

MAIN PROJECTS

- **ShelterHelper**: Dog-Shelter management mobile app. Developed front-end in react native.
- **Unity Mini-Games**: Developed mini-games using Unity engine and C# scripts.