# Natanel Roizenman Computer Engineering Student

# Languages

• C/C++	<ul><li>Python</li></ul>	• Java	<ul> <li>JavaScript</li> </ul>
• VHDL	• SQL	• Bash	<ul> <li>MATLAB</li> </ul>

#### Tools

<ul> <li>NodeJS</li> </ul>	• Git	• Jira	<ul> <li>Visual Studio</li> </ul>

• Microsoft Office Suite Windows Trello Linux

# **Professional Experience**

### IT Specialist, Bialik Hebrew Day School

|un 2019 - present | Toronto, Ontario

- Identified an inefficient security badge system and workflow, developed an Electron-based applet in JavaScript using NodeJS, and successfully reduced time spent by over 95%.
- Streamlined management of 1200+ Google domain users and devices by writing scripts and extensions with Google Apps Script, resulting in reduced workload across the entire IT department.
- Eliminated the need for a costly CMDB by writing a Python script to sync data between Freshservice and Google Admin Console using their APIs, saving thousands of dollars annually.
- Enhanced executive decision-making by generating reports using Python, pysqlite3, and MongoDB for presentation to executives.
- Provided remote maintenance for projects part-time during university, contributing an average of four hours per week to ensure seamless project continuity.
- Led a large-scale computer upgrade project by rebuilding 40+ desktops, ensuring up-to-date technology for the organization.
- Troubleshot systems for dozens of clients daily, contributing to smooth functioning across the domain.

# **Volunteer,** Hack the North 🛮

Sep 2022 | Waterloo, Ontario

- Contributed to the smooth operation of Canada's Largest Hackathon.
- Ensured site security by overseeing a team of fellow volunteers and engaging with participants.

#### **Projects**

### Portfolio website, "NatanelOS" ☑

Mar 2023

Built a CLI-themed portfolio website using **lavaScript** and other relevant technologies, showcasing creativity and passion for programming while displaying web development expertise and previous projects.

E-reader Nov 2021

Built a custom e-reader by designing a device using a Raspberry Pi Pico microcontroller, writing firmware in C++ to interface SD card reader and e-ink display using SPI, and assembling all components into a 3D-printed case.

Automated birdfeeder Sep 2022

Developed an automated birdfeeder using circuit schematics in KiCad, powered by an STM32-based microcontroller, and wrote code in C++ utilizing STM32Cube HAL for efficient operation.

# Aim-training game 🛮

Nov 2020

Created an engaging aim-training game using object-oriented programming (OOP) principles in Java and implementing a user-friendly GUI with Swing.

# Minesweeper in Google Sheets

Nov 2022

Implemented Minesweeper in Google Sheets using standard formulas and Apps Script, showcasing creative problemsolving and technical expertise.

Agile

Other skills

Object-oriented programming

 Prototyping Wildlife photography Russian (fluent)

#### Education

Soldering