

Avraham Moshe

SOFTWARE DEVELOPER IN NORTH MIAMI BEACH, FL

PHONE 786-606-5210 | **EMAIL** avimo26@gmail.com

GITHUB <https://github.com/CodeWithAvrahamMoshe> | **LINKEDIN**
<https://www.linkedin.com/in/avraham-moshe-8a476a172/>

Result-oriented Software Developer offering experience in the backend of software development – from concept through delivery of applications and customizable solutions.

| LANGUAGES | | FRAMEWORKS | | DATABASES | TOOLS |
|--------------|--------------|------------|------------|--------------|-----------------|
| • C# | • Java, FXML | • .NET | • Blazor | • MySQL | • Visual Studio |
| • Python | • C++ | • ASP Core | • Selenium | • SQL Server | • VS Code |
| • JavaScript | • HTML5/CSS3 | • EF Core | • Flask | • PostgreSQL | • Unity 3D |
| | | | | | • AWS |

WORK EXPERIENCE

Software Engineer, Bookxchange, Miami, September 2018 - March 2020

- Engineered internal systems comprising harvesting, aggregating, sending & generating reports/alerts, custom API, and automating business decisions.
- Developed a database housing hundreds of millions of rows to help the company identify the most reliable list prices and bibliographic data for a more efficient and accurate cost analysis. Which in turn generated more efficient and quicker sales. In addition, provides a foundation of data for future reports and tools.
- Wrote sql query to help solve logistical receiving issues, identify customers needs, and improve customer relationships with suppliers. Used by the logistics team on a daily basis.
- Developed a tool that helped the procurement team save two million on sales, by optimizing our purchase order with sale orders.
- Wrote software for handling EDI connections with our customers via FTP consisting of automated purchases and live inventory feed.

Software Developer, Prime Lead Solutions, North Miami Beach, June 2018 - March 2019

- Created a software solution that would scrape data from a couple of sources which generated thousands of leads for employees. Utilized **C#** and the **selenium** library.

PROJECT EXPERIENCE

Developed multiple mobile games using **Unity3D Engine** and **C#**. As well as several music tracks composed using **FL Studio**.

Void Light — Mobile Game

- Git Source Code → <https://github.com/CodeWithAvrahamMoshe/Unity-Mobile-Game-Void-Light>

Tournament Tracker — College Java Class Project

- Git Source Code → https://github.com/CodeWithAvrahamMoshe/COP2800_Final_Tournament_Tracker

EDUCATION

Miami Dade College, A.A, Computer Science — 2020

