

Rafi David

SOFTWARE ENGINEER

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Check out my [portfolio](#)

Skills

Server side	JAVA, Node.js, Express, Python, C#, C++, C, Django, Axios
Client side	JavaScript, Redux, React, React Native, Flask, HTML, CSS, Bootstrap, TailWind
Databases	MySQL, SQL SERVER, SQLite, MongoDB, SQLAlchemy, Firebase
Other	Git, Docker, VScode, Android Studio, Unity, JWT
OS	Windows, Unix / Linux
Languages	Hebrew, English

Education

SCE(Sami - Shamoan College of Engineering)

Beer - Sheva, Israel

B.SC IN SOFTWARE ENGINEERING

2016 - 2020

- Learned to Deal with all the aspects and processes involved in software production: requirements engineering, design, implementation, distribution, validation, verification and maintenance of software while systematically applying the technological knowledge and development tools.

Projects/Experience

Rent-a-movie

<https://github.com/rafisce/rent-a-movie>

Developed a RESTful movie renting website that allows users to perform CRUD operations based on user permissions, such as registering, login, renting a movie, viewing rented movies history, uploading and deleting movies, etc. frontend developed with React framework, Backend developed with Django framework with SQLite database. languages- Javascript, Python.

Online-store

<https://github.com/rafisce/online-store>

Developed a RESTful online store website that allows users to perform CRUD operations based on user permissions, such as registering, login, updating product details, adding and updating cart products, viewing product list, etc. Development in MERN stack. (MongoDB, Express, React, and Node).

Online-store-flask

<https://github.com/rafisce/online-store-flask>

Developed an online store website that allows users to perform CRUD operations based on user permissions, such as updating product details, adding and updating cart products, viewing product list, etc. Development With Flask Framework. (Sqlite, Python, Javascript, Html, and CSS).

Stack-game

<https://github.com/rafisce/stack-game>

Developed a [simple 3d game](#) using Threejs library for 3d rendering and Cannonjs library for physics. The game Objective is to stack the highest number of blocks on top of each other. Development with react framework.

Participation in "Accessibility engineering" Hackathon for special needs

Development of "Eyes", an application that allows its user to navigate in closed places. The purpose of the application is to help the blind population. The development environment of the application was Android Studio, in JAVA, Firebase database, UI writing in XML, and working with sensors of Kontakt beacon kind.