# Ran Yehoshua

### Personal info

- Address: Ramat-Gan

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- My-Website: https://ranjoshua.github.io/portfolio - Linkedin: https://www.linkedin.com/in/ranyehoshua

- Github: https://www.github.com/ranjoshua

- Looking for part/full time position.

#### Education

2017 - present

The College of Management **Academic Studies**  **B.Sc. Computer Science** 

Israel Average Grade: 87

### Relevant skills

Back-end: Java (Spring Framework, Hibernate, Spring Boot, Spring MVC), C/C++

Front-end: JavaScript, HTML5, CSS3

Databases: SQL, Neo4J(Cypher/Java Embedded), MongoDB

OS & Workspaces: Linux, Windows, Eclipse, Visual Studio, SQL-Server

Misc: Networking & Protocols, Multi-threading, Design-Patterns/MVVM/MVC, Data-Structures, OOP,

Linux-shell, XML, JavaFX

### Courses and academic achievements

#### (Java) An Interpreter for new programming language

Multi-threaded project in which I've implemented an Interpreter that decodes a script full of instructions. I followed the princples of SOLID and GRASP to Implement complex design-patterns, algorithms and client/server architecture.

#### (Java) A server that finds the cheapest path in a weighted graph

A project in which I've implemented a problem-solving server, that recieves problems that can be represented as a graph. The server converts the client input to searchable(graph) and returns solution either in O(1) if there's solution in cache, or in O(nlogn) at worst-case, using Best-First-Search algorithm.

#### (Java) Desktop application in MVVM architecture with JavaFX / A controller for flight-simulator

- Used Data-Binding and MVVM with Observer-Pattern.
- Multi-threading.
- Virtual joystick and sliders for manual-control of the airplane.
- Autopilot mode provides the client with a mechanism that flies the plane independently.
- Map that represents the simulator space, airplane position and destination. The app provides the user with a feature to get cheapest path from the airplane position to the desired destination and represent the solution on the map.

Introduction to

Computer Science Final Grade: 100. (C Language)

**Object-Oriented** 

**Programming** Final Grade: 100. (C++)

## Languages

**English** - Highly proficient.

**Hebrew** - Native speaker.