

TOMER NEWMAN

SOFTWARE ENGINEER

CONTACT

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PROFILE

A motivated software engineer student that is passionate about learning new technologies and skills. A quick learner with great communication skills and a true believer in teamwork.

SKILLS

PYTHON **C/C++**
DJANGO **PYTEST**
SQLITE

EDUCATION

B.S Computer Science

The Academic College of Tel Aviv Yaffo

10/2020 to 07/2023

Important Grades

Data Structures – 100

Object Oriented Programming and C++ - 99

Introduction to Computer Science – 90

Advanced Programming in C language - 89

EXPERIENCE

Programmer at IDF – Mofet Unit

02/2016 to 10/2018

- Developing and Maintain Mofet Website's Database in an internal programming language (<https://www.prat.idf.il/>).
- Achieving the Brigadier General's merit award and the Colonel's Certificate of appreciation.

Red Hat – Beyond Program Internship

02/2022 to TODAY

- Designing and implementing an open-source web application for juniors to get feedback on their resume.
- Workes with a team of developers on a Linux environment.
- Using Pytest to test and validate the new app's data.

PROJECTS

ResuMe – An open-source web application for juniors and student to get feedback from the more experienced ones, (Python, Django, Pytest, SQLite)
<https://github.com/redhat-beyond/ResuMe>

DFS Visualizer – A DFS algorithm visualizer (Python, Pygame)
<https://github.com/TomerNewmanPrograms/DFS-algorithm-visualizer>

Pacman- The classic Pacman game, running on the command in Windows (C++)
<https://github.com/TomerNewmanPrograms/Pacman>

Sorting Visualizer – A visualizer of various sorting algorithms (Python, Pygame)
https://github.com/TomerNewmanPrograms/Sorting_Visualizer