

Rotem Haim

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Objective

An accomplished computer science student with a strong academic record and hands-on software development experience. Proficient in various programming languages with skills in algorithms, data structures, and completing assignments in web development, OOP programming and machine learning. Recognized for analytical abilities, attention to detail, and collaborative teamwork, seeking to leverage technical skills and innovative thinking in a dynamic environment.

Education

Bachelor of Science in Computer Science Reichman University, Herzliya

2022 - Present (2 semesters remaining – open to extending to 3 if necessary)

- GPA: 95.17
- Relevant Coursework: Algorithms (93), Advanced Programming (PASS-Exam Cancelled due to the war), Data -Structures (98), Intro to CS (99), Operating Systems (99), Computational Models (100), Machine Learning (92).
- Made the Dean's List for the first academic year.

High School Makif Yuda Alef Rishonim, Rishon LeZion 2015 - 2018

- Graduation with Honors (Average 113/115)
- Majored in Computer Science (10 units and Physics 5 units) - "Mofet" Class - Accelerated math track

Technical Skills

- **Languages:** Python, C#, Java, C, HTML, JavaScript, Kotlin, SQL, React
- **Software & Applications:** Linux, Microsoft Office, GitHub
- **Concepts:** Data Structures, Algorithms, Machine Learning, OOP, MVVM
- **Graphic Design:** Photoshop, Cinema 4D

Military Service

Fighter in a Special Unit, Air Force, 2018 –2021

Military Service in the Israeli Defense Forces (IDF), served in a classified special unit within the Air Force. The unit's nature is both combat and technological. Completed a year-long training program and continued full active-duty service as part of an operational combat team in the unit.

Head of Simulator Department, Air Force, 2021 -2022

Transitioned to a career service position within the unit, moved to the training center responsible for specialized training of combat soldiers. Served as Head of the Simulator Department in the unit. The role included commanding and managing a six-month training program. Provided professional leadership to simulator instructors and certified soldiers and oversaw a specialized simulator for the profession.

Volunteer

Orientation Week Instructor, Reichman University, 2024.

Leading a group of 30 new computer science students during Orientation Week. Provided mentorship, guidance, and support to help them transition smoothly into university life and their academic journey.

Pre-Academic Programming Tutor, Reichman University, 2023.

Provided guidance and support to incoming computer science students in preparation for academic coursework.

Facilitated understanding of foundational programming concepts and languages.

Projects

Trippie App, a Kotlin and XML-based Android application that enables users to plan trips efficiently. The app allows users to keep track of their expenses, manage a comprehensive package checklist, and maintain a detailed trip diary, providing a seamless and organized travel experience.

Currently working - University Web App, a web application developed for Reichman University, designed to streamline academic and social interaction among students. The platform facilitates efficient sharing of course-related materials, announcements, and event planning, similar to the cheesefork platform used by Technion students. The project is built using JavaScript, CSS, and HTML, with a focus on creating a user-friendly interface and real-time collaboration tools to enhance the student experience.

Certificates of Excellence

Dean's List, Reichman University – B.Sc. in computer science, 2024

Monday.com Scholarship for excellent students, 2024

Excellence Fighter, Israeli Air Force, 2022

Languages

- Hebrew (Native)
- English (Fluent)