Roy Goldhar

COMPUTER SCIENCE GRADUATE AND PRACTICAL ENGINEER DIPLOMA HOLDER

I'm an enthusiastic computer science student with a strong passion for programming. Eager to begin on my journey into the industry, my aspiration is to learn, grow, and make a meaningful impact.

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EDUCATION

COMPUTER SCIENCE BSC
Academic College Tel Aviv Jaffa

2021 - 2024

GPA 84

- My computer science degree taught me essential programming concepts, problem-solving skills, and software design principles.

ELECTRONICS PRACTICAL ENGINEER
Ort Hermelin College

2015 - 2017

GPA 90

- Winning first place in the Ort colleges competition for final projects. Third place in the TAU competition for final projects in the disabled help category.
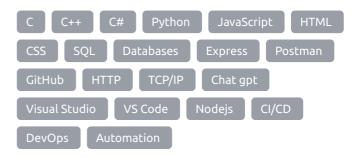
WORK EXPERIENCE

PRACTICAL ENGINEER, IN CHARGE OF OBSERVATION SYSTEMS FUNCTIONING
IDF

2017 - 2020

Managed fault handling for IDF systems in sensitive operational areas. Also responsible for equipment maintenance in the TOC.

Description

- In this role, I excelled in resolving intricate challenges, addressing faults in IDF systems, and managing equipment maintenance in sensitive operational areas with 24/7 availability.

SKILLS

`C` `C++` `C#` `Python` `JavaScript` `HTML` `CSS` `SQL` `Databases` `Express` `Postman` `GitHub` `HTTP` `TCP/IP` `Chat gpt` `Visual Studio` `VS Code` `Nodejs` `CI/CD` `DevOps` `Automation`

PERSONAL PROJECTS

Social Network (10/2022 - 02/2023)
- For my C++ project, I developed a console-based social network, focusing on learning object-oriented programming principles. As I progressed through the course, I continually modified and expanded its features, applying new concepts to improve its design and functionality. Adapting the project to incorporate these changes and updating the code proved to be a challenging yet rewarding experience.

Tic Tac Toe Mesere (06/2023 - 07/2023)
- For my C# project, I created a Tic Tac Toe game with reusable logic and separate UI components. Initially, it had a console UI, later transitioned to a Windows UI using WinForms. The challenge was maintaining game functionality while adapting it to the new UI, ensuring the logic remained reusable.

Winforms Facebook App (01/2024 - 03/2024)
- For my C# project, I developed a WinForms app that provides a Facebook-like experience, showcasing design patterns, data binding, and multithreading. I also introduced two unique features not found in Facebook. The main challenge was finding suitable situations to apply the design patterns effectively, ensuring they enhanced the functionality and user experience of the application.

CERTIFICATES

UDEMY ULTIMATE CODING BOOTCAMP (11/2023 - 11/2023)
I took a Udemy course on HTML and CSS because I was interested in learning how websites are created.

LANGUAGES

Hebrew
Native or Bilingual Proficiency

French
Limited Working Proficiency

English
Native or Bilingual Proficiency