

# 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

GitHub

HTTP

TCP/IP

Nodejs

Unity

## PERSONAL PROJECTS

NewBlock Origin (12/2023 - 09/2024)

- As part of a team, I contributed to the open-source uBlock Origin project by enhancing the Element Picker Mode UI, adding enable/disable, delete, and view buttons for filters. This experience improved my skills in JavaScript and browser extension development.

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.

Unity Whack A mole (08/2024 - 09/2023)

- I co-developed a Whack-a-Mole game in Unity as part of a pair, where players hit randomly appearing moles within a time limit. The game features scoring, time tracking, and responsive controls, enhancing gameplay. This project improved my skills in Unity and C# scripting.

## CERTIFICATES

UDEMY ULTIMATE CODING BOOTCAMP  
(11/2023 - 11/2023)

I took a Udemey 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