



PORTFOLIO

ABOUT ME

I'm Roy Goldhar, a 27-year-old computer science graduate from the Academic College of Tel Aviv-Jaffa and a certified electronics practical engineer. I have experience with programming languages such as C, C++, C#, Python, and JavaScript, as well as technologies like .NET, CSS, HTML, Postman, Node.js, Express, MongoDB, and IndexedDB.



[NewBlock Origin](#)

CONTRIBUTING AS PART OF A TEAM TO THE
OPEN SOURCE PROJECT UBLOCK ORIGIN



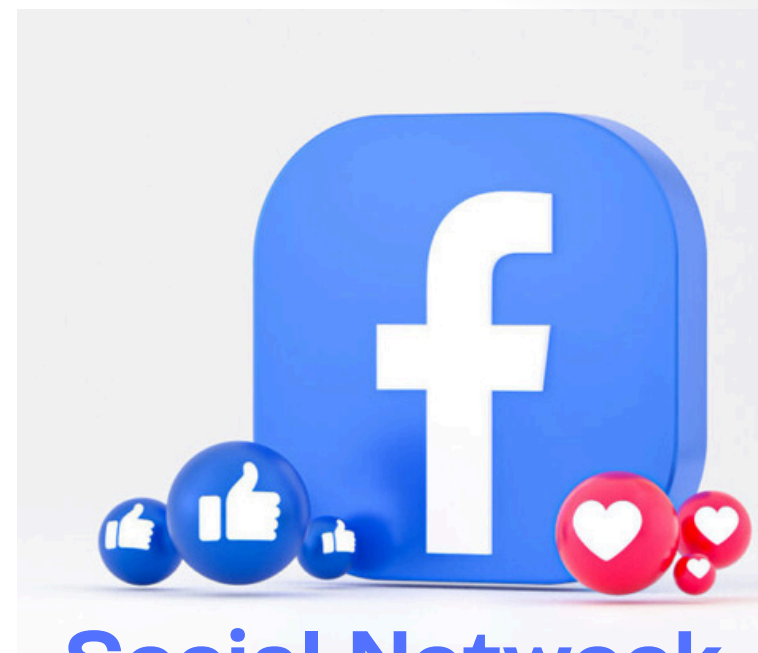
[Unity Whack A Mole](#)

THE CLASSIC GAME DEVELOPED WITH
UNITY ENGINE



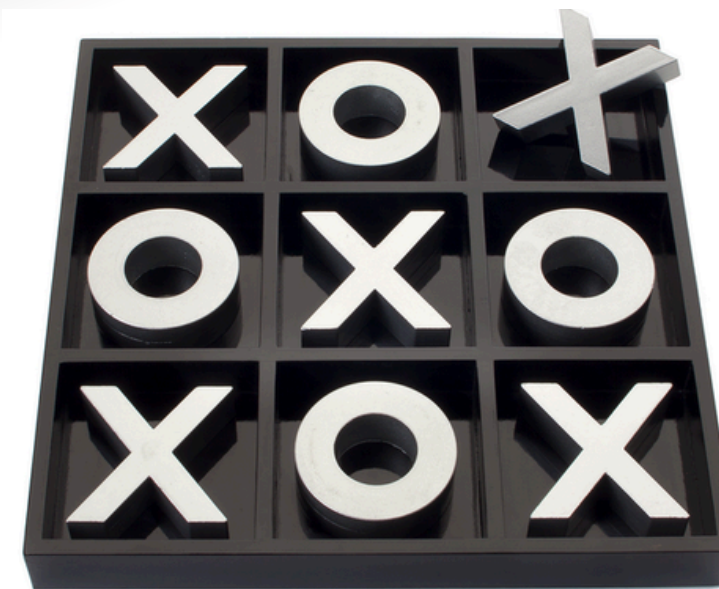
[Winforms Facebook App](#)

A FACEBOOK EXPERIENCE APP IN C# LANGUAGE
USING FACEBOOK API AND DESIGN PATTERNS



[Social Netwoek](#)

A CONSOLE BASED SOCIAL NETWORK IN
C++ LANGUAGE



[Tic Tac Toe Misere](#)

THE GAME WE ALL KNOW WITH TWIST IN C#
AND .NET THECNOLOGY