

# SOL ELAN

SOFTWARE DEVELOPER

## CONTACT

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## SUMMARY

Full-stack SoftwareDeveloper with 10+ years of experience, Creative problem solver, fast self-learner and a team player. Hands-on architect of several projects,committed to providing high quality products.

## SKILLS

- Back-end: Node.js | C# | Java
- Front-end: JavaScript | React | Angular | Vue | Android | Ionic
- DB: SQL | Postgres | Mongo | Redis | ElasticSearch | Firebase
- Other Languages: Python | C/C++ | PHP
- Others: ELK | Git | GraphQL | RabbitMQ | Grafana | Docker | Nginx | Chrome Extensions

## EDUCATION

- **UNITY COURSES**  
Udemy (Noa Calice)  
2023 (9 Hours)
- **PROGRAMMING COURSE**  
IDF - Mamram(Basmach)  
2015-2016

## WORKING EXPERIENCE

- **FULLSTACK-DEVELOPER**  
RiseUp | Apr 2022 - Jun 2024  
  
Took part in several squads, Core, Revenue, Emergency  
Main Contributions:
  - Introduce data integrity logic to prevent misinformation due to errors in the bank's Api.
  - Write Asana service to open tasks from the code itself and assign them to the owner.
  - Handle failed subscriptions and refunds.
  - Automate incident management and self healing.
  - Refactor the message delivery services to improve performance.
- **FULLSTACK-DEVELOPER**  
Rewire | Aug 2020 - May 2022
  - Expert at maintaining relations with corporate clients
  - Responsible for key accounts worth
  - Managed multi-platform regional and national campaigns

## ● ANDROID & WEB APPLICATION DEVELOPMENT

John Bryce

2014 (500 Hours)

## ● FULLSTACK-DEVELOPER

IDF - Intelligence Unit (3060 - 8200) | May 2015 - Jul 2019

- Expert at maintaining relations with corporate clients
- Together with the creative director, manage a team of design and marketing professionals
- Managed multi-platform regional and national campaigns

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## GAMES

### ● BioGone

Unity | Turn-Based / Multiplayer / Board Game / RPG

Created a turn-based 1v1 board game where players roll dice to navigate a board, earning experience, coins, and items to level up and strengthen their character. Players encounter shops, battle monsters, and race to defeat the final boss at the center of the board

 [itch.io](https://itch.io)

 [Github](#)

### ● Idelements (Dropped)

Unity | Idle / Monster Collection / RPG

Developed an idle monster collection RPG where players build teams of monsters to battle through waves, earning resources like pokeballs to capture new monsters.

Monsters unlock skills as they level up, with the ultimate goal of collecting all monsters

 [Github - Client](#)

 [Github - Server](#)

### ● Plant Based

Unity | Side scrolling shooter

Developed a 2D side-scrolling shooter where players control a car to shoot incoming monsters and collect coins in an endless auto-scrolling environment

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 [Github](#)