Tal Bar

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BSc, MDes

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A **Software Engineer** blending a strong **Computer Science BSc foundation from TAU** with a fresh perspective from an **ongoing M.Des in Game Design and Development**.
Proven experience in back-end development using Java, Spring, and Perl and a deep understanding of Object-Oriented Programming (OOP).
Highly motivated, an autodidact, and a fast learner with high abstract thinking and problem-solving abilities, ready to apply robust engineering principles to dynamic game environments.
Work well in teams, as well as independently.

Skills

Tools and Languages	Java, Spring, Python, Perl, C, C++, SQL, Git, Docker
Study Fields	Applied Mathematics, Computer Science
Communication	Hebrew, English

Education

Game Design and Development M.Des, *Shenkar College of Engineering and Design 2025-current*
Unity, Blender, Game Design, Game Ludology, Storytelling
Computer Science BSc, *Tel-Aviv University 2024*
Applied Mathematics, Graphics, Computer Structure, Data Structures, Algorithms, Data Bases
High School Diploma, *Tichon-Hadash Tel-Aviv*
Physics, Math, Biology, English, FIRST Robotics

Experience

Back-End Developer   **2022 — 2024**
AlgoSec   *Petah-Tikva, Israel*

- Developed scalable and efficient back-end solutions using Java, Perl, Spring, and Maven.
- Designed and implemented RESTful APIs, integrated third-party services, and practiced TDD for reliable code.
- Participated in the full software development lifecycle, ensuring timely delivery and effective team collaboration.
- Implemented microservice and event-oriented design with a strong focus on security, networking, and diverse technology stack integration.

NOC Engineer
Trader Tools   *Ra'anana, Israel*

- Monitoring the company's trading and IT systems to ensure high availability and uptime.
- Troubleshooting network and server issues in a timely manner to minimize downtime.
- Analyze system logs and alerts to identify potential problems and take appropriate action to prevent system outages.
- Managing incidents and working with cross-functional teams to resolve issues.

Military Service

Kfir Brigade
Ministry of Defense

Projects

Ray Tracing, *Python-based Ray Tracer project that implemented a ray tracing algorithm to generate images from text files. The project simulated the behavior of light rays to produce realistic soft shadows and reflections, requiring advanced mathematics and computer graphics skills.*
Stay Right There, *Python-based Blender plugin project. Analyze the dimensions of the objects and generated custom holders that would securely fit around them, attaching them to a selected object. This project required expertise in 3D modeling, Python programming, and the Blender API.*
K-Means and Spectral Clustering Algorithms, *C-based project to analyze and cluster data sets, enabling the identification of patterns and relationships within the data.*