

Yonatan Green

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About Me

23 years old, 3rd-year Computer Science student at Hebrew University. Passionate about programming and software development. Expected to graduate in August 2025.

Projects

RUSH HOUR AI SOLVER [Project Link](#)

- Developed an AI solver for the Rush Hour game as part of a team project.
- Implemented two approaches: heuristic-based search agents and propositional logic.
- Developed in Python as the final project for an Artificial Intelligence course.

THE WAY OF THE DODO [Project Link](#)

- Developed two games in a collaborative course between Hebrew University and Bezalel Academy. Each team included two developers and two artists.
- Worked extensively with Unity's physics system, event system (game object interactions), level design, UI elements, and animation.

ESCAPE ROOMS

- Independently developed virtual escape rooms in Unity, featuring multiple themes (e.g., movies, Avatar).
- Designed and implemented systems such as inventory management, interaction mechanics, and game management.
- Created various puzzle mechanics, including a laser maze, 1v1 duel system, and scales system.
- Available on my [Itch.io](https://yonatanyg.itch.io/) page.

Military Service

IT Technician – IAF, F-35 Systems

- Maintained computers, servers, and networks.
- Developed a C# WinForms application with an XML database to streamline routine tasks.

Education

B.S.C COMPUTER SCIENCE, HEBREW UNIVERSITY | OCT-2022 UNTIL END OF 2025

GPA: 89

Key Courses: Python (96), Data Structures (91), C/C++ (86), Algorithms (90), OOP (95), AI (94)

Skills

- Python, C#, Java, C/C++, SQL.
- Unity, WinForms, Git
- Problem-Solving and creative algorithms design
- Basic Knowledge of HTML, Javascript.

Languages

- Hebrew – Fluent
- English - Proficient