

# Yonatan Green

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<https://www.linkedin.com/in/yonatanyg123/> | <https://yonatanyg.itch.io/> | [Portfolio](#)

## About Me

Computer Science graduate from Hebrew University. Passionate about programming and development, with a strong focus on problem-solving and system design. Seeking an entry-level position as a Developer(Software/Backend)

## Projects

### ESCAPE ROOMS [Room Example Youtube](#)

- Independently developed virtual escape rooms in Unity + C#.
- Designed and implemented systems such as inventory management, interaction mechanics, game management, User Interface and more...
- Available on my [Itch.io](#) page.

### 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.

### HOUSE VALUE ESTIMATOR

- Developed as part of a Machine Learning course exercise.
- Built a predictive model to estimate house prices based on property features.
- Trained the model using linear regression and evaluated performance on test sets.

## 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), DB (93)

## Skills

- Python, C#, Java, C/C++, SQL.
- Git, Linux, Docker, PostgreSQL, React.
- REST API – python FastAPI.
- Problem-Solving and creative algorithms design.

## Languages

- Hebrew – Fluent
- English - Proficient